ISSUE 123
DECEMBER 2002

# Nintendo®

# OFFICIAL MAGAZINE

Nintendo GAMING 24:7.
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## RESIDENT EVIL ZERO

**First Play** DISCOVER UNSEEN LEVELS

## STAR FOX ADVENTURES

Find out how we rate Rare's last ever GameCube title

**40** GAMES REVIEWED INCLUDING
Mario Party 4 / Medal of Honor
Harry Potter / Super Mario Advance 3

### TOP 10 INNOVATIONS

WITHOUT THESE NINTENDO GADGETS YOU'D STILL BE PLAYING PONG

### GAMES SCORED

ALL GAMECUBE TITLES RATED INCLUDING THE BEST OF GBA

### NEW SHOTS

- METROID
- POKEMON
- FINAL FANTASY
- 1080° AVALANCHE

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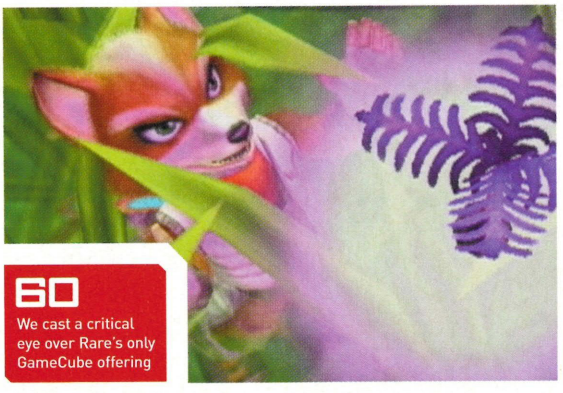


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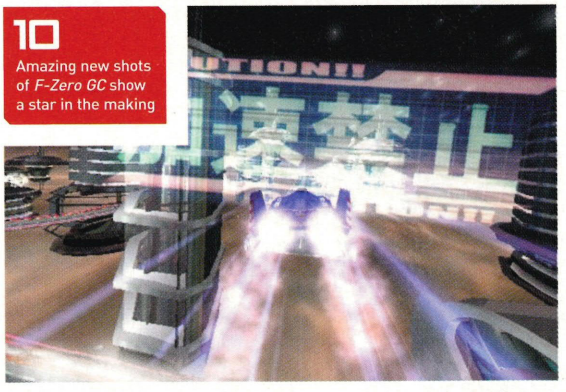

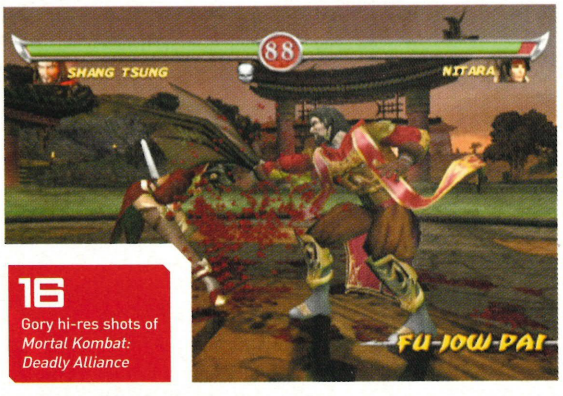



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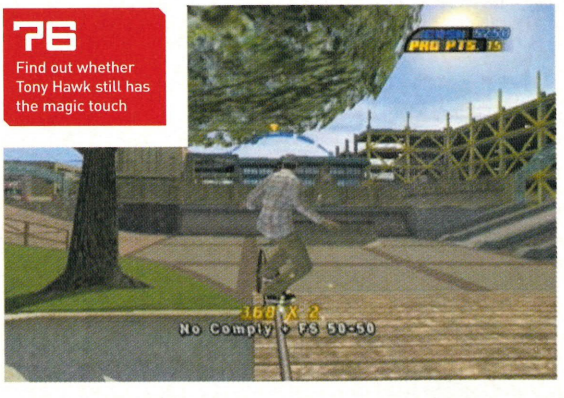

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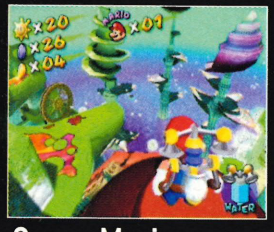

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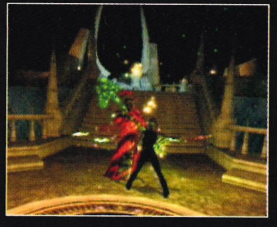

Eternal Darkness Sanity's Requiem

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- FIFA 2003
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- Ace Golf
- Batman Dark Tomorrow
- Contra Advance
- Disney's Donald Duck
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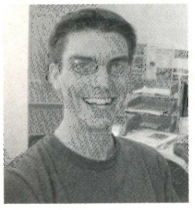
# Meet the team

## MEET THE PEOPLE WHO MAKE *NINTENDO OFFICIAL MAGAZINE* SO BLOODY GREAT



**Welcome one and all to another month of Nintendo fun and frolics. This issue we've got some really exciting news that we want to tell you about, so put your Game Boy Advance down for a minute and pin your ears back.**

In the ten years *NOM* has been around, this is our biggest ever issue and inside the 148 pages you'll find a bulging reviews section that's bursting at the seams with over 100 all-new screenshots. Starting on page 60, we'll be showcasing such great games as *Star Fox Adventures*, *Rocky*, *Die Hard Vendetta*, *Medal of Honor Frontline* and the return of Tony Hawk in one of the most delicious games of the year. Add to that lot *Yoshi's Island*, *Street Fighter Alpha 3* and *Tomb Raider* on GBA and you know that this will be one of the biggest Christmases ever for Nintendo fans.

This month's *NOM* also comes complete with our first ever DVD where you'll be able to watch the biggest titles in action as well as taking part in a competition to win every game, including the likes of *Rayman 3* and *Metroid Prime*!

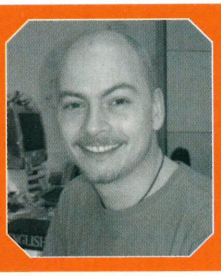
And what else have we crowbarred into this issue? Well, there's the first four hours of *Resident Evil Zero*, an entry form for the *NOM* Reader Awards 2002, Classic Scene, TNT Buyer's Guide, Ten Greatest Nintendo Innovations... the list goes on and on.

So without further ado, why not check out what games you want, because there's a Christmas Nintendo wish list to write... Enjoy the mag!

Tim Street

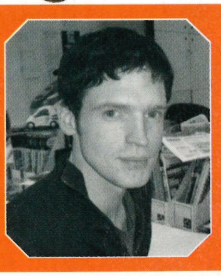
Tim Street, Editor

### RICHARD MARSH, DEPUTY EDITOR



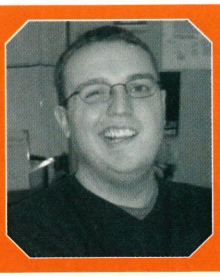
My month in games...
- Taking over an hour to get off the beach in *Medal of Honor Frontline*
- Feeling physically repulsed by *Resident Evil Zero*
- Collecting more bogies than a flu sufferer in *Ace Golf*

### KINGSLEY SINGLETON, PRODUCTION EDITOR



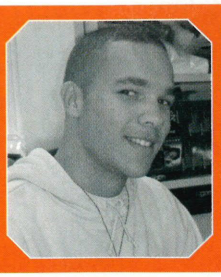
My month in games...
- Wondering what was the point of playing *Turok Evolution* at 4am
- Feeling the Force in *Jedi Knight II: Jedi Outcast*
- Getting deafened by droids in *Star Wars Clone Wars*

### DOMINIC WINT, STAFF WRITER



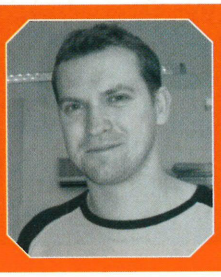
My month in games...
- Swearing lots at *Inspector Gadget Racing*
- Trying to keep my jaw shut while playing *Tony Hawk's 4*
- Failing to beat Mark at *ISS2. Again*
- Sneering at everything, due to face paralysis

### MICHAEL JACKSON, STAFF WRITER



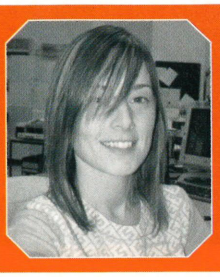
My month in games...
- Playing *Doshin* 'til 2am and not knowing what the hell was going on
- Twice getting beaten in the last minute by Tim in *Disney Sports Football*
- Getting my 68th Shine in *Super Mario Sunshine*

### MARK SOMMER, ART EDITOR



My month in games...
- Still claiming to be the best at *ISS2*, despite losing more than once
- Remaining unbeaten on *FIFA 2003* at Stuff Live
- Wetting myself at the thought of *Risk* on GameCube

### ZETA FITZPATRICK, DEPUTY ART EDITOR



My month in games...
- Getting my all-time best Monkey Target score of 2,350
- Beating Mike at *Disney Sports Football* with a golden goal
- Winning more Stars than Rich, Dom and Mark in *Mario Party 4*

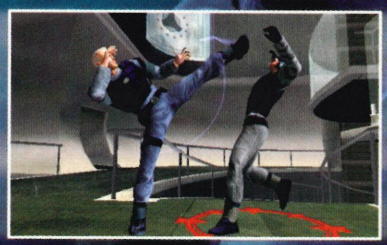
# MINORITY REPORT™

## THE VIDEO GAME

RELIVE THE MOVIE EXPERIENCE

EVERYBODY RUNS

An all-new adventure as Precrime's Top Cop John Anderton.



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# PLANET NINTENDO

ALL THE LATEST AND BEST NINTENDO NEWS

# 1080° AVALANCHE

## REPACKAGED, REWORKED AND ON THE RIGHT LINES, IT'S THE RETURN OF *1080°* TO NINTENDO. ROCKIN' GOOD NEWS, BABY!

***1080° AVALANCHE* ● GAMECUBE ● OUT 2003**

**There's a seasonal start to this month's Planet Nintendo as fresh shots and info are released on the hotly anticipated *1080° Avalanche*, which keen-eyed Nintendo watchers will remember was originally called *1080° White Storm*.**

The game was initially being produced by LeftField Studios, but it is now under internal development by Nintendo's Seattle based developer, NST, after the Japanese giant severed ties with LeftField earlier this year. NST were responsible for *Wave Race Blue Storm*, so with credentials like that, we're more hyped than ever over this game.

It appears the title has had a change in direction, as well a change in developer, with a simulation approach replacing LeftField's *SSX Tricky* style of gameplay. This suggests the game is now heading in the direction of the sublime N64 *1080° Snowboarding* game, with believable tricks and handling that mimics the real-life sport.

We also know that many of the characters from the N64 version will appear in *1080° Avalanche*, so expect to see the return of Dion Blaster the kamikaze speed-merchant and trick-addict Ricky Winterborn.

From what Nintendo have told us, we can look forward to a flexible tricking system that uses the X and B buttons along with the 3D Stick to perform moves. And, unlike the last game, you'll now be able to grind with a Balance Meter not unlike the one seen in *Tony Hawk's Pro Skater 4* on hand to aid your skills.

The Balance Meter also comes into effect when a boarder cocks up a trick and attempts to land. Just like in the real sport, the boarders instinctively flap their arms around, trying to regain their balance, and by spinning the 3D Stick around and around

If you upset a large bank of snow you might trigger an avalanche or rock slide, so be extra careful, dude!

Objects to trick on can be found everywhere, like this inviting tree-trunk, which is begging for a fat grind

Other snowboarders leave marks wherever they go, and if you board over one you'll go a bit faster

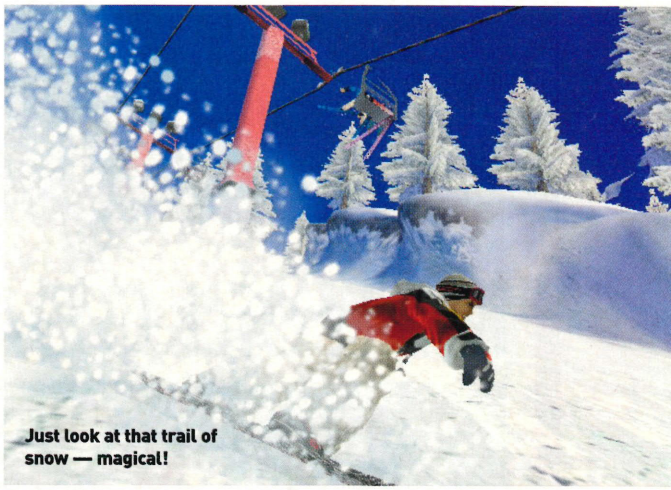
## GAMEGIRL GETS XTREME

Nintendo have their very own real-life snowboarding star in Melanie Leando. Mel will be competing in this year's professional snowboarding season with her first competitive event taking place on 11 January in Austria.

Melanie, the seven-times British half-pipe champion, will then travel to Germany, France, Switzerland and the USA, competing as part of Nintendo's Game Boy Advance Xtreme Team.

Leando said before setting off for pre-season training, 'I am thrilled to be part of the Game Boy Advance Xtreme Team and I'll be doing my best to ensure the forthcoming season is a successful one for myself and the Xtreme Team.' Good luck Mel, and don't break a leg!

❑ Melanie Leando will be representing the Nintendo team



Just look at that trail of snow — magical!

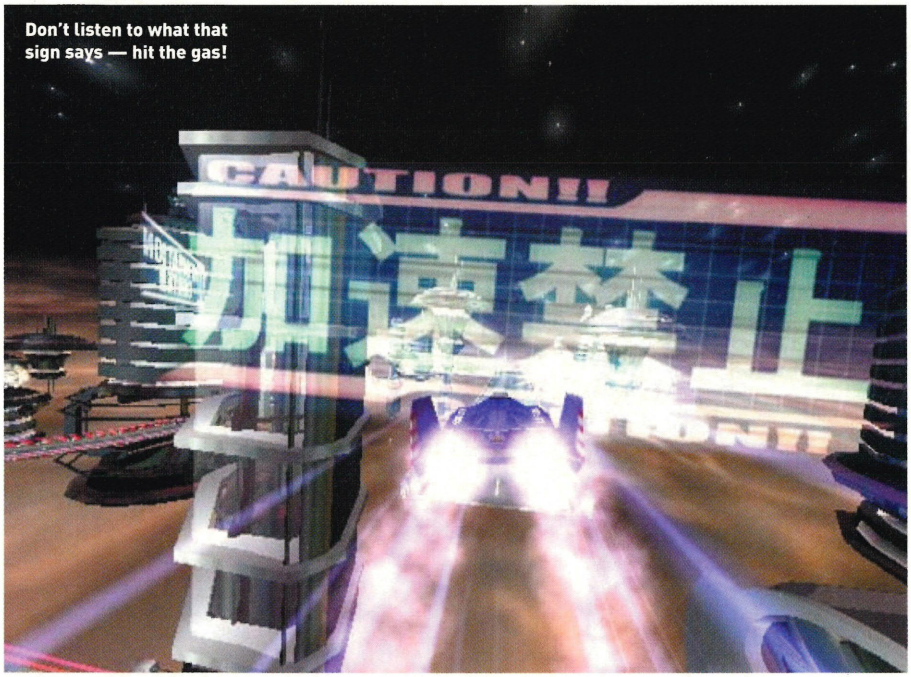
composure can eventually be regained.

The mountains themselves are stupidly large, with networks of shortcuts and tricking sections to find and board. But all this freedom comes at a price, with the spectre of avalanches and rock falls never far away. And when one hits the choice is simple and stark: outrun it or find another route untroubled by the deadly snow and ice.

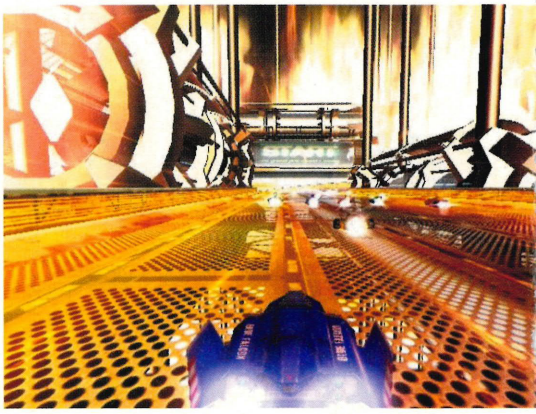
We've yet to see an avalanche in full effect, but if the graphical effects for the snow are anything to go by they should be awesome, and just the sort of thing to lift *1080° Avalanche* well beyond the ordinary.

❑ This game is all about catching some crystal-clear air — you can keep your San Francisco smog, Tony!

❑ Try not to bump into trees, even if they are pretty — you could trigger an avalanche!



Don't listen to what that sign says — hit the gas!


☐ *F-Zero GC* will feature mouth-watering futuristic tracks, like this scorcher

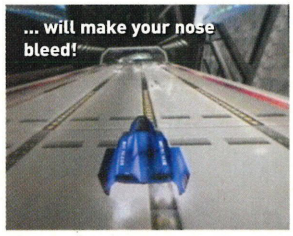
***F-ZERO GC* ● GAMECUBE ● OUT 2003**

# F-ZERO GC

## NEW SHOTS ARE HERE TO WHET OUR APPETITE FOR ONE OF NEXT YEAR'S STAR ATTRACTIONS.

The eye-watering speeds...

... in *F-Zero GC*...


... will make your nose bleed!

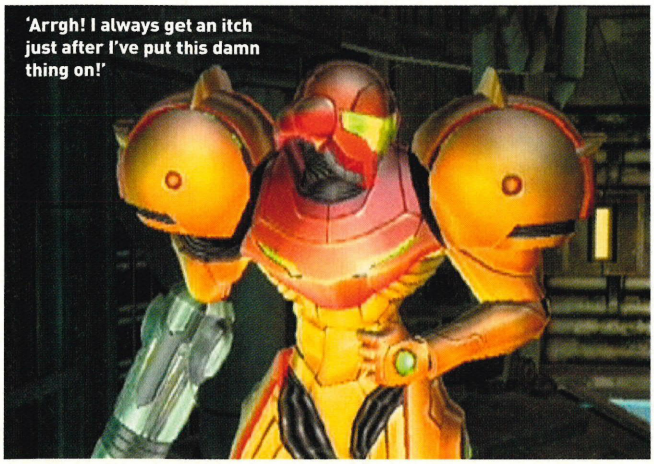
**It's looking like 2003 might be Nintendo's year of the racer, with hot-shot titles like *1080°* and *Mario Kart* likely to put in an appearance over the next 12 months.**

And you can add *F-Zero GC* to the list of racers likely to occupy your GameCube as these scorching new shots prove. The game is being worked on by Sega's Amusement Vision team, as part of the Triforce agreement for arcade and GameCube game development. Nintendo are working on games with both Sega and Namco, with exclusive GameCube titles the upshot for Nintendo gamers.

The new shots show the bold design that Amusement Vision are following, with fantastical future-scapes stretching miles into the distance, featuring holographic advertising hoardings and spaceships docked high above the surface of a planet. As racers scream past, you can see all sorts of things happening in the background, from far-away vessels flying by to platforms moving around.

You can even see the tracks spinning and cork-screwing away from the camera, showcasing track design that only *F-Zero* racers could possibly stick to. There's much

# Metroid GBA to GameCube conn


'Arrgh! I always get an itch just after I've put this damn thing on!'

***METROID FUSION* ● GAME BOY ADVANCE ● OUT 22 NOVEMBER**
***METROID PRIME* ● GAMECUBE ● OUT EARLY 2003**

**☐ This time next month we'll be delving deep into Samus Aran's GameCube and GBA blasters in the UK's first-ever playtest. But in the meantime, we've found out how the GBA and GameCube adventures connect and what it'll offer gamers — and we think you'll like what you read.**

Once players have completed both quests, they can connect *Metroid Fusion* to *Metroid Prime* via a GameCube to GBA Link Cable. Players will then be able to download *Metroid Fusion*'s Samus Aran suit for use in *Metroid Prime*, although at this stage we don't know if new abilities and weapons will be available.

And the fun doesn't stop there, because if players have finished *Metroid Fusion* they can then unlock the original *Metroid* NES game on the GameCube, and rather than using an unwieldy password system for saving, all data can be stored on a GameCube memory card. How cool is that?

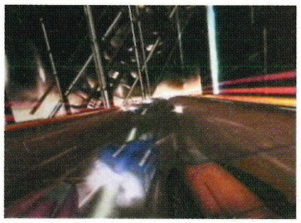
use of motion blur and depth-of-field blur — most notably used in *Super Mario Sunshine* — where objects in the distance are blurred slightly, creating an effect that conveys a dramatic sense of scale. But for our money, the most eye-catching effect is when your craft hits boost and becomes covered with intense electrical energy.

So we know this is going to look amazing, but from a recently released snippet of in-game video footage we now also know this game is going to be fast — and that's fast with a capital F. Expect 60 frames per second and not even a hint of slow-down.

Both Nintendo and Sega have confirmed a racing field of 28 craft, and a split-screen, four-player mode, featuring racers old and new, plus a choice of an in-car and out-of-car views. There's no news on a UK release yet, but our betting tip is some time in the second part of next year.

❑ **Check out the stunning depth of field on offer in *F-Zero GC*. But don't take your eyes off the road or you might lose them**

❑ ***F-Zero GC* has some fantastic lighting effects...**



❑ **... but they might just move too fast for you to see them!**

# ection revealed!

❑ **You'll be able to download Samus' suit from *Metroid Fusion* to *Prime***

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**FINAL FANTASY: CRYSTAL CHRONICLE ● GAMECUBE ● OUT 2003**

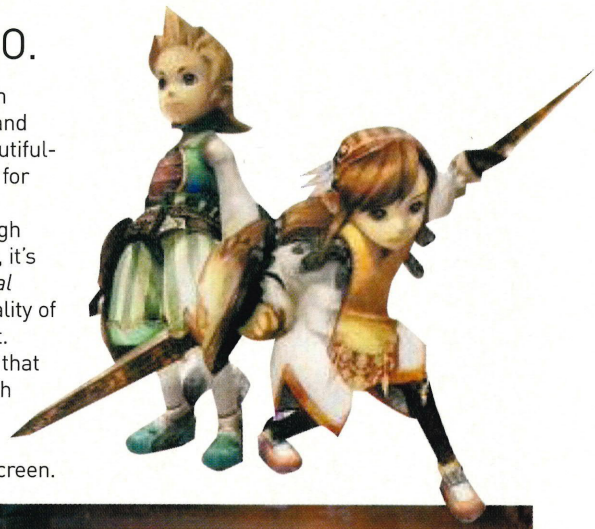
# Final Fantasy: Crystal Chronicle

## SQUARESOFT'S RPG RETURNS TO NINTENDO.

**Not content with stealing the *Resident Evil* series from under Sony's nose, Nintendo has also patched things up with Squaresoft, the product of which is a brand new *Final Fantasy* game — *Final Fantasy: Crystal Chronicle*, which is exclusive to GameCube.**

The *FF* series began life on the NES, but by the time *Final Fantasy III* rolled around, the relationship between the two gaming giants had soured. But that's all changed now, and *Final Fantasy: Crystal Chronicle* looks as though it'll be a smash hit when it's released. The distinctive *Final Fantasy* feel of mythical landscapes and jaw-dropping vistas has been liberally sprinkled with lavish particle effects, atmospheric lighting and smooth animation. This really is a beautiful-looking game, but that wouldn't count for much if it weren't for the promise of a cracking RPG underneath. And although little has been leaked about gameplay, it's safe to say that if *Final Fantasy: Crystal Chronicle* even comes close to the quality of previous *FF* games, it won't disappoint.

And on top of that, there's the news that GBA owners will be able to link-up with the game, creating an authentic RPG experience by displaying each adventurer's stats on their own GBA screen.



❑ **The game is steeped in the fine traditions of *Final Fantasy* design**

❑ ***Final Fantasy: Crystal Chronicle* makes great use of GameCube's hardware**

**FINAL FANTASY TACTICS ADVANCE, CHOCOBO LAND: A GAME OF DICE ● GAME BOY ADVANCE ● OUT 2003**

# Full-on Fantasy

And the Final Fantasy news doesn't stop there, because we've also got info on two more *FF* games for the GBA — *Final Fantasy Tactics Advance* and *Chocobo Land: A Game of Dice*.

The former is a third-person RPG, based loosely on the PlayStation original, where the quiet village of St. Ivaries has been mysteriously transformed into a world of swords and sorcery. *FFTA* features compact, brightly coloured graphics and an excellent musical score by Squaresoft's Nobuo Uematsu.

*Chocobo Land: A Game of Dice* is a reworking of *Chocobo de Dice*, a game that appeared as part of the PlayStation's *Chocobo Collection* in Japan, but it's been reworked for the GBA and will feature more in-depth gameplay and a link-up for multiplayer games. Players move around a Monopoly-style board collecting Crystal Points and claiming spaces on the course.

❑ ***Chocobo Land: A Game of Dice* will see you flapping around a Monopoly-style board and collecting Crystal Points**

# THE HUNT BEGINS SOON

PlayStation 2

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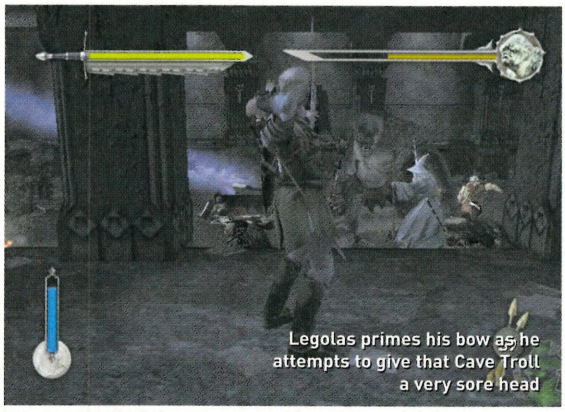
NINTENDO GAMECUBE

Aragorn squares up to an enormous orc

As you'd expect, Gimli is a real hard-case. That double-headed axe has killed more orcs than you've had hot dinners

*THE LORD OF THE RINGS: THE TWO TOWERS* ● GAMECUBE ● OUT 2003

# The Two Towers


Legolas primes his bow as he attempts to give that Cave Troll a very sore head

## TOLKIEN'S MASTERPIECE GETS THE ELECTRONIC ARTS TREATMENT IN THIS BRUTAL HACK-AND-SLASH ACTION ADVENTURE.

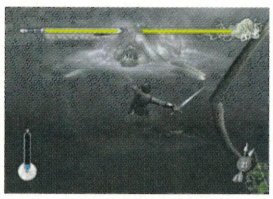
**Don't let the name fool you, this Middle-Earth mash up is actually based around the first two movies and will include all the action-packed sequences from *Fellowship* and *Towers*, including the battle against the Cave Troll in the Mines of Moria and the savage defence of Helm's Deep.**

There are three playable characters to choose from: Aragorn, Gimli and Legolas, and each has a primary and secondary weapon, from Elven Fighting Knives to Throwing Axes. There are 13 levels to battle through, each taking in a heart-racing set piece from the first two movies.

While the majority of the gameplay is cemented in the bruising combat genre, there's also a fair amount of item-collecting to be done. You'll also be able to gain experience points as you progress through the adventure and these can be used to improve your character's skills or provide upgrades to their weaponry.

A lot of time has been spent making sure the game perfectly captures the essence of the films. The graphics look nothing short of spectacular and the action rolls along at an impressive pace, with up to ten characters on screen at once and no slow-down whatsoever. It may not spare a thought for the subtleties of the books or the beautiful dialogue, but *The Two Towers* is set to be a really exciting action adventure with some amazing battles and jaw-dropping graphical effects. More news soon.

❑ The movie-style graphics are superbly detailed


❑ Will you fight or run like a wimp into the Mines of Moria?

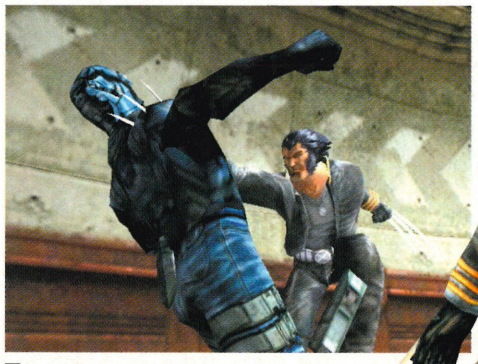
# MAKE LIKE A MUTANT

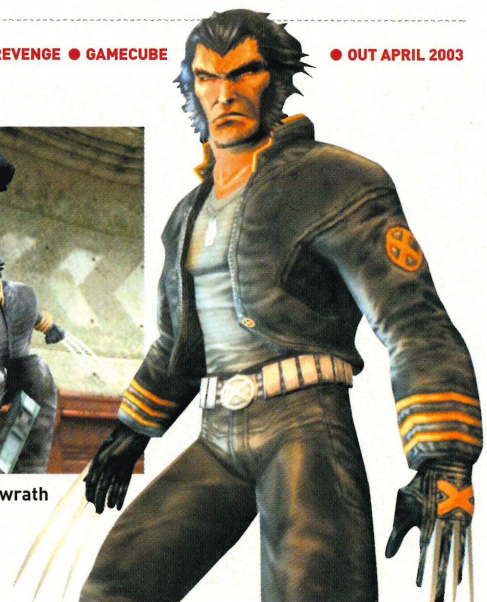
*X-MEN: WOLVERINE'S REVENGE* ● GAMECUBE ● OUT APRIL 2003

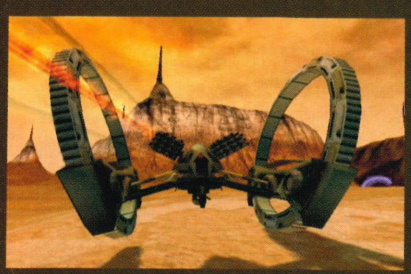
❑ *X-Men* fans are in for a real treat when *Wolverine's Revenge* hits GameCube next year. The story has been written by long-serving *Wolverine* scribe, Larry Hama, and Logan's voice is being provided by the one and only Mark Hamill of Luke Skywalker fame.

Wolverine discovers that his body is under attack from a killer virus that's affecting his adamantium skeleton and he has just 48 hours to unravel the mystery and find a cure, prompting a visit to the secret Weapon X facility.

Logan will be helped out by fellow X-Men, Beast and Colossus, as well as having Professor Xavier providing him with some telepathic hints. And he'll need all the help he can get when he comes face-to-face with some classic *X-Men* enemies like Sabretooth and Magneto.


❑ Another bad guy feels Wolverine's wrath





# STAR WARS™ THE CLONE WARS™

**Where Episode II ends, your battle begins.**

PlayStation®2

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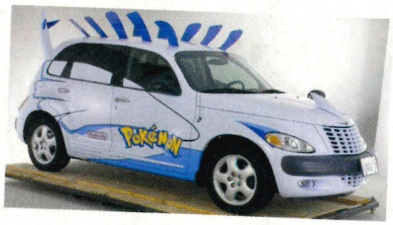
# STATE NEWS

■ There *will* be a successor to GameCube. That's the news from one of the top brass at Nintendo of America. In a recent speech, Peter MacDougall said: 'Nintendo is in the software business to stay. Nintendo is in the handheld business to stay. And Nintendo is most certainly in the home console business to stay. Work is well underway on the successor technology to both Game Boy Advance and Nintendo GameCube... the very best of Nintendo is still to come.'

■ One lucky American has won a highly exclusive Pokemon car. The one-off Chrysler PT Cruiser Sport Wagon has been customised to resemble Lugia, the legendary bird. The car was auctioned for charity on ebay and supplied by the American video game trade organisation, IDSA. Final price was $14,000 (£8,974).




■ The highly popular Cube Club events have started again, taking in 15 destinations across North America. The Cube Club will spend seven days in each location, giving Nintendo fans a chance to get their hands on all the hottest titles like *Metroid Prime*, 007 *Nightfire* and *Animal Crossing*, plus sneak previews of *1080°* and *The Legend of Zelda*.

■ Capcom has announced that the classic *Super Puzzle Fighter II Turbo*, will be released on Game Boy Advance. The GBA port will be identical to the original Super NES version and two players will be able to slug it out using the Link Cable.

■ *Lufia: The Ruins of Lore* is set to be released in the US in spring 2003. This RPG allows you to control up to eight characters at a time and there are 11 separate character classes in the game. Players will have to train their fighters by accepting apprenticeships and up to four players can link-up to swap characters or explore together.

*MORTAL KOMBAT: DEADLY ALLIANCE* ● GAMECUBE ● OUT JANUARY 2003

# ABSOLUTELY

## MORE INFO ON THE GAMECUBE'S GORIEST FIGHTER.

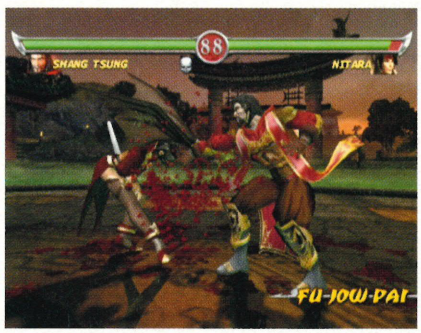
**After years in the wilderness and with the unwanted legacy of the *Mythologies* series to shake off, *Mortal Kombat* looks well on its way to reclaiming the beat-'em-up crown. *Deadly Alliance* promises more moves, more blood, more enemies and more fatalities. This is one fight you'll definitely want ringside seats for.**

As you can see from these new screenshots, *MK:DA* looks absolutely phenomenal and we're pleased to report that the action steams along at a constant 60 frames per second. The character models are huge and highly detailed, and the arenas look nothing short of superb.

The story sees the two old sorcerers, Shang Tsung and Quan Chi, teaming up to form a deadly alliance and trying to breathe life into a new, powerful army. They're up to no good and that's all you need to know. Just pick a fighter and prepare to kick some butt.

As you progress through the game you'll also have to take part in some strange mini-games like Test Your Sight where you must follow a ball placed in a cup. Completing these challenges and being the daddy of destruction in the ring will help you unlock the secret characters and arenas. We'll be going hands-on with this bruiser next issue.

❑ The lighting is superb, there are also some amazing weather effects, like snow and rain




❑ Shang Tsung is a formidable opponent — Nitara looks to have lost about a pint of claret just from this one attack

❑ Bo Rai Cho's vomit is an incredibly effective weapon. Opponents will slide around on it, leaving them open to attack

# MORTAL

Getting ready for a night out in Bristol city centre is becoming ridiculous

Scorpion regretted asking for the Phall

## JAPAN NEWS

■ According to a recent report, Game Boy Advance dominates the Japanese handheld gaming market, holding an enormous 89% market share. To date, over a million of the super consoles have been sold in Japan. Bandai's WonderSwan accounts for the other 11%.

■ Bandai have announced an interesting new title for the GameCube called *Chibirobo*. This simulation puts you in charge of a tiny robot who's just 10 centimetres tall. Players have to train Chibirobo and make sure that his batteries remain charged by plugging him into the wall socket.

■ *Shaman King: Soul Fight* is the latest cel-shaded extravaganza from the land of the rising sun. Based around the popular anime TV series (aren't they all), your mission is to train your character to become the most powerful spirit summoner. All of the training levels come in the form of mini-games.

■ Domo Kun is the latest craze sweeping through Japan. He's the star of his very own TV series and now he's got his own GBA game. When a meteor strikes the Earth it smashes through Domo Kun's satellite dish. The hapless brown toy begins chewing at the wires to try and fix the fault, but suddenly he is sucked into TV land and the game begins. No news of a European release as yet.

■ Nintendo recently picked up two prizes at the highly prestigious CESA (Computer Entertainment and Software Association) awards. Titles were picked from what the association considered the best games from January 2001 to March 2002. Both *Pikmin* and *Animal Crossing* were both commended. *Resident Evil Zero*, *Rockman EXE 3* and *Final Fantasy Tactics* were also tipped for glory next year.

Wand from Ollivanders.

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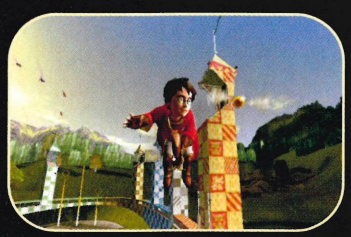

NINTENDO GAMECUBE

GAME BOY ADVANCE

GAME BOY COLOR

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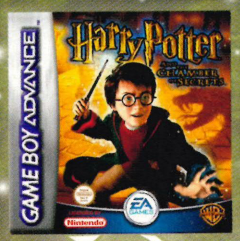
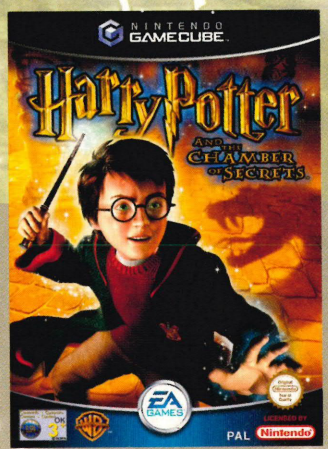
Flipendo from Defence Against Dark Arts.

Evil from The Chamber of Secrets.




Courage from you.

Extended adventure from Nintendo connectivity

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*DOOM 2* ● GAME BOY ADVANCE ● OUT END OF NOVEMBER

# MORE DOOM FOR YOUR GBA

☐ Come and get some Chaingun lovin'

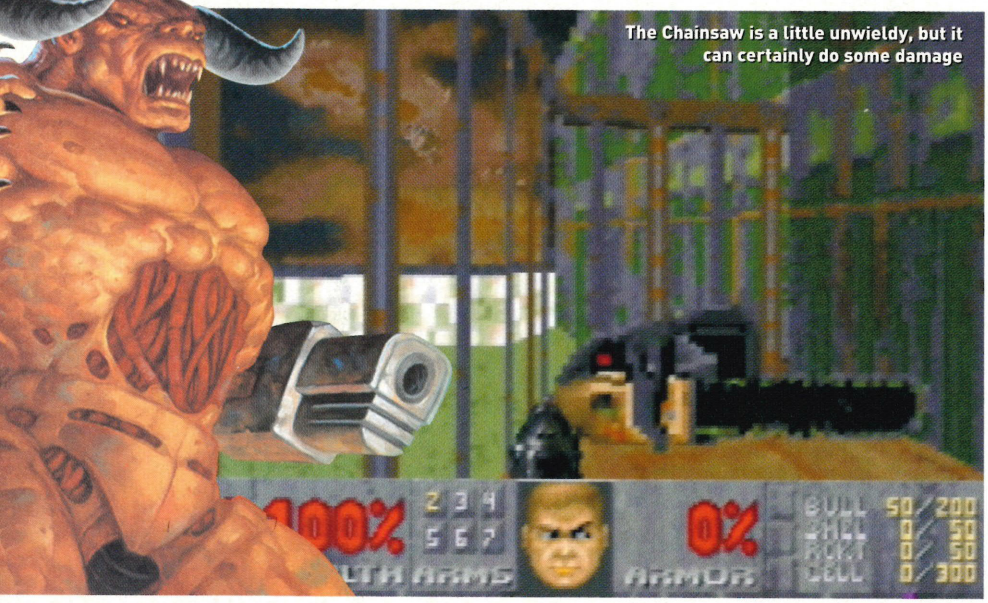
## SEMINAL FIRST PERSON SHOOTER SEQUEL SETS DOWN ON GBA. ARE YOU READY FOR ANOTHER TRIP TO HELL?

**The very first time we saw *Doom* running on a Game Boy Advance we were filled with a mixture of awe and excitement. And that feeling has returned with the announcement that a second instalment of *Doom* is now being readied for the GBA.**

*Doom 2* is bigger and nastier than its predecessor in every way — there's no room for niceties here. The forces of Hades have overrun Earth and you're the only marine with the guts to drive them back to Hell.

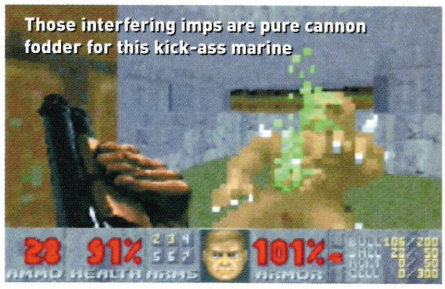
This GBA adventure is a faithful conversion of the PC game but features new enemies like the Mancubus and the chaingun-wielding zombie as well as some great new weapons like the Super Shotgun.

As you'd expect, the graphics have been updated, with slightly finer detail on the enemies and the arenas. Even the music is lifted straight from the PC game, although we have to say that it's not as good as in the original *Doom*. We'll be ready to bring you a full review of this ace shooter next issue.



The Chainsaw is a little unwieldy, but it can certainly do some damage

'Gimme your shotgun you no good piece of alien zombie trash'



Those interfering imps are pure cannon fodder for this kick-ass marine

*VIRTUA TENNIS* ● GAME BOY ADVANCE ● OUT 2003

# Virtua Tennis

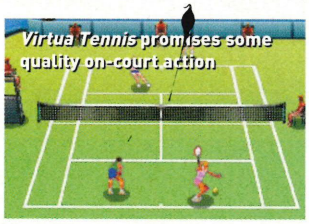
## THE KING OF THE COURT STEPS UP TO TAKE ON THE REST OF THE TENNIS COMPETITION.

☐ **_Virtua Tennis_ is regarded by some as the best tennis game available. And now GBA owners can find out if this is true or not as the Sega masterpiece is coming to Nintendo's handheld.**

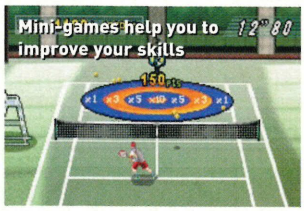
Featuring 14 different stars, including the unbeatable Williams sisters, *Virtua Tennis* has all the on-court action that a fan could wish for as well as some crazy mini-games that have been designed to test your skill and improve your range of shots.

Three modes are available for you to play: Exhibition, Tournament and World Circuit. The latter allows you to create and develop your own custom players and take on the best that the world has to offer. You can play singles, doubles or mixed doubles matches and there's a wealth of surfaces to play on, including clay, grass and concrete.

*Virtua Tennis* looks to be jam-packed with realistic gameplay, but there's also a healthy dollop of fun that's been added to make this every tennis fan's dream game. We'll have more news and a review soon.



*Virtua Tennis* promises some quality on-court action

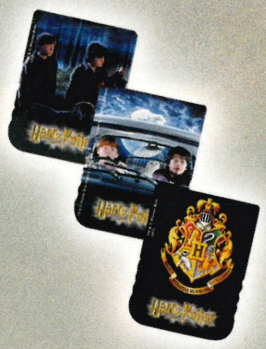


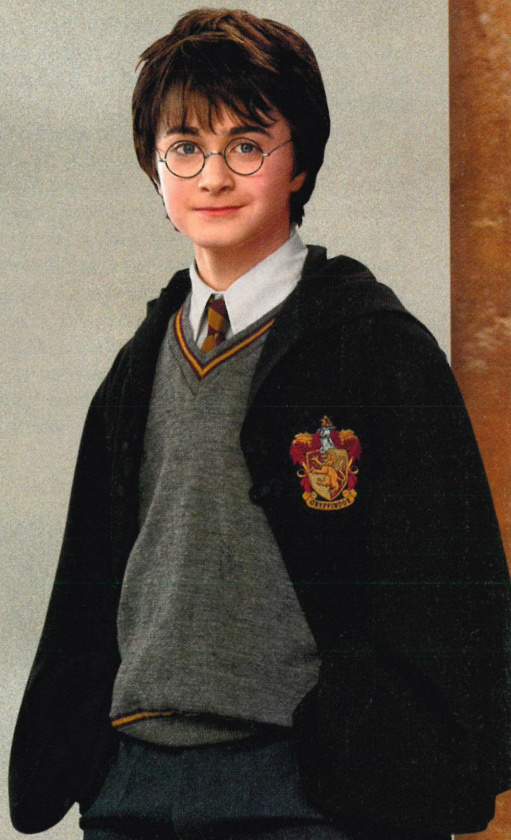
Mini-games help you to improve your skills

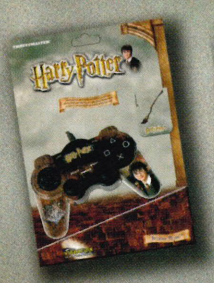
Hard courts provide some wickedly fast-paced games

Make your Gaming experiences a bit more magical with these Harry Potter™ Game BoyAdvance™, GameCube™, PS one™, Playstation® and Playstation®2 accessories!

# Harry Potter AND THE CHAMBER OF SECRETS™



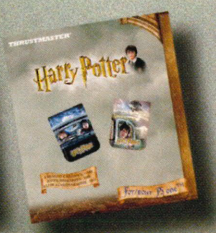




Starter kit for PSone™

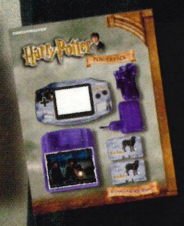
Starter kit for PlayStation®2

Analog gamepad & tuning cover for GameCube™



Sets of memory cards for PSone™ or GameCube™

Move n' Play Bag for GameCube™



Power pack for Game Boy Advance™

Scenery stickers for Game Boy Advance™

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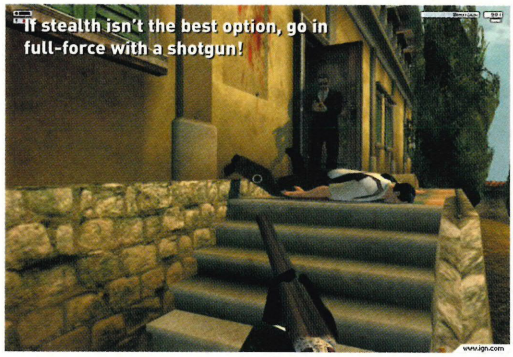
# Hitman 2 hits GameCube

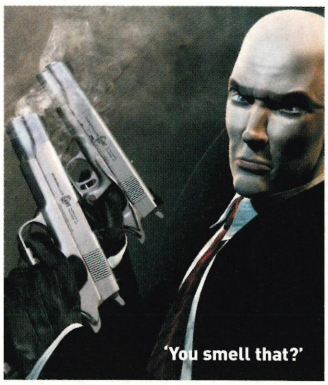
## EIDOS BRINGS MULTIFORMAT STEALTH-'EM-UP TO GAMECUBE.

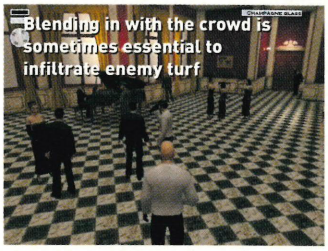
**It's already a big hit on other consoles and now it's GameCube owners' turn to enjoy the stealthy action of *Hitman 2 Silent Assassin*.**

Players take control of a character known as Codename 47, a genetically modified and deadly assassin who is well known as one of the best in the trade. However, his intentions of quitting the killing business and starting a new life are shattered when a powerful criminal organisation kidnaps one of his friends, the priest of a local church. Codename 47 is forced to dust off his guns and return to his dark lifestyle in search of the missing priest, only this time it's not business, it's personal.

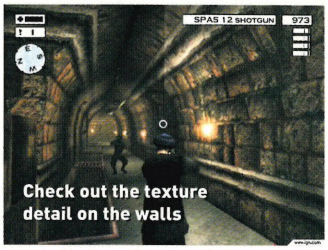
Set in many areas around the world, you'll have to devise clever strategies to infiltrate enemy strongholds undetected and complete assassinations and rescue missions. You'll have to think like a true professional, studying enemy patrols and deciding whether to evade or kill — and if you go for the kill, how you'll do it and where you'll dispose of the body. You can even take the clothes of your victims as a disguise, but will it work? *Hitman 2 Silent Assassin* has some of the most advanced and in-depth stealth missions we've ever seen, which is why we can't wait for its release early next year.


If stealth isn't the best option, go in full-force with a shotgun!

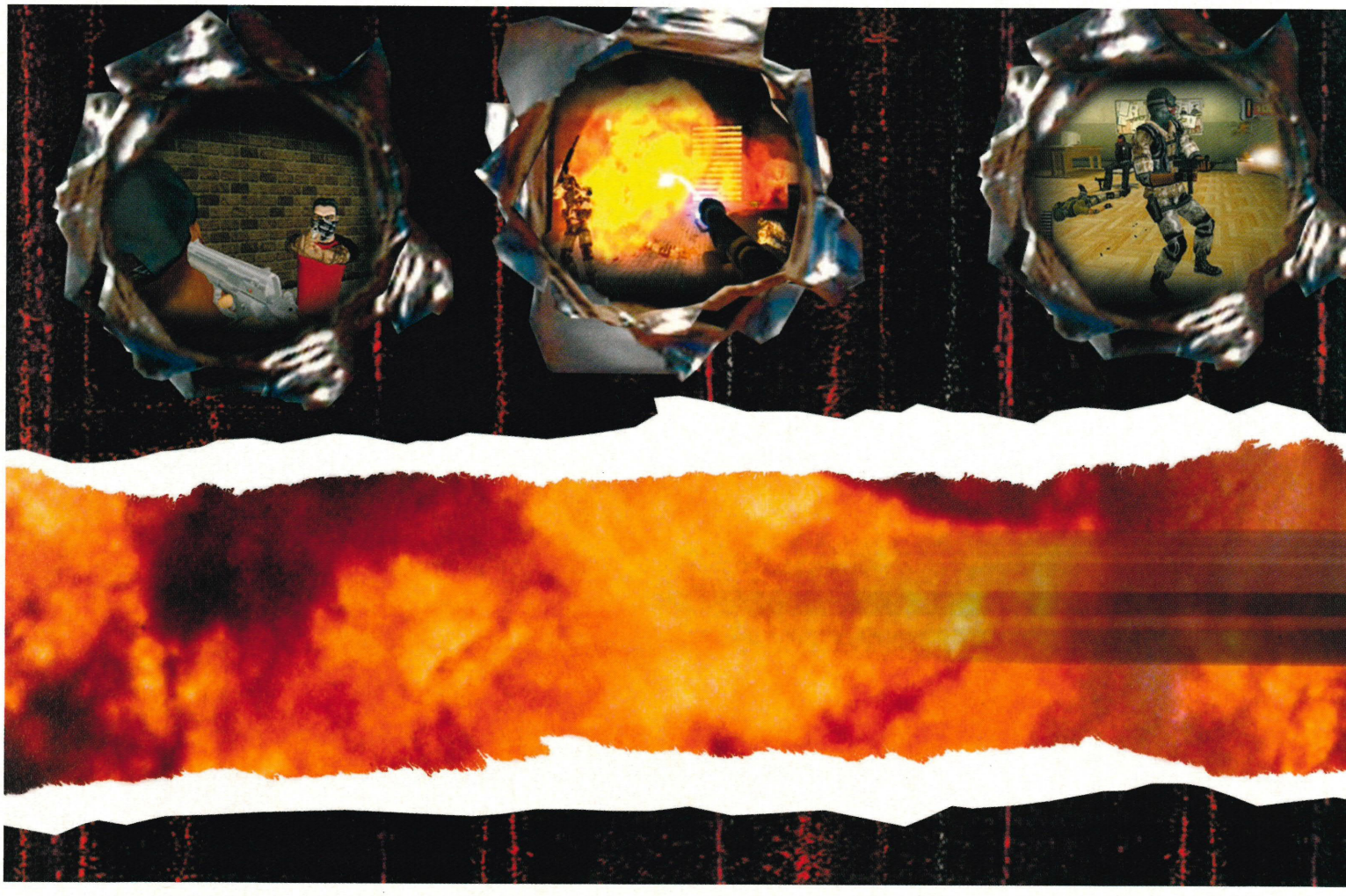

'You smell that?'


Blending in with the crowd is sometimes essential to infiltrate enemy turf

There are enemies around every corner. If they spot you, get rid of them



Check out the texture detail on the walls



*BIG MUTHA TRUCKERS* ● GAMECUBE ● OUT EARLY 2003

# Big Mutha Truckers

## GET IN THAT DRIVING SEAT, MUTHA TRUCKER!

You can cause a lot of damage in *Big Mutha Truckers*

**First we got Sega's *18 Wheeler*, which was a major letdown for trucking fans, but now there's a new trucking game on the way and it looks as though it'll easily trump *18 Wheeler*'s when it arrives.**

The imaginatively named *Big Mutha Truckers* puts you behind the wheel of juggernauts transporting huge loads of contraband around the U.S.A. with large sums of money as the reward. And as if a long-haul journey wasn't stressful enough, you'll have rival truckers, bikers, rednecks and dirty sheriffs after you too, all out to put a stop to your delivery and cash in on your cargo for themselves.

The game gives you plenty of freedom, allowing you to go pretty much wherever you want and choose your own routes. Traffic on the roads means you'll have to drive carefully if you don't want the police on your tail as well, but this is easier said than done when you're towing a hefty trailer around bends and over hills at breakneck speed. We've only played an early version of *Big Mutha Truckers*, but with small handling improvements, this could be quite a laugh.

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***WRECKLESS: THE YAKUZA MISSIONS* ● GAMECUBE ● OUT DECEMBER**

# MIRROR, SIGNAL, DESTROY

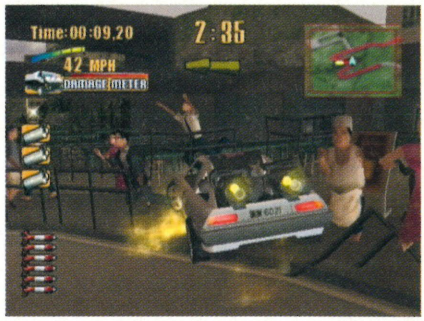
## WRECK THE STREETS OF HONG KONG IN A BATTLE AGAINST THE YAKUZA. SOUNDS COOL, JUST DON'T LET THEM FIND YOU!

**Since our report in the last issue of *NOM*, we've got our hands on a copy of *Wreckless: The Yakuza Missions*, and had a bash at the mission-based driving mash up.**

The game features two story lines, that cross over throughout the missions. The story you follow depends on whether you choose to play as the Flying Dragons — two hot ladies in the Hong Kong police force, or Ho and Chang — two bumbling agents. Whatever your choice, the idea is the same: pick a car, then cause mayhem in Hong Kong while completing your driving objectives.

The biggest appeal of *Wreckless: The Yakuza Missions* is that the streets are littered with destructible objects such as fences, phone boxes, street lights and absolutely loads of shopping stalls. It's great fun ploughing through everything as you pursue the Yakuza's cars in chase-and-destroy missions, or target certain stalls in a ploy to break more scenery than your rival. And the arcade-style handling makes the game easy to master.

*The Yakuza Missions* boasts some cool car damage and explosions, and a silky-smooth frame-rate even when you're trashing huge market areas, sending debris flying everywhere. But it'll need a few more graphical effects to reach the eye-popping standard that the GameCube is capable of.




❑ **Try not to scratch the DeLorian, please!**

❑ **You'll wreak havoc on the streets of Hong Kong**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Eye of the Beholder beckons you to take a journey through the realms of Dungeons & Dragons, to explore new worlds and to participate in the ultimate quest of adventure and fantasy.

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INFOGRAMES

GAME BOY ADVANCE

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You'd be screaming too if you had a sword that close to your goolies

BLOOD OMEN 2 ● GAMECUBE ● OUT JANUARY 2003

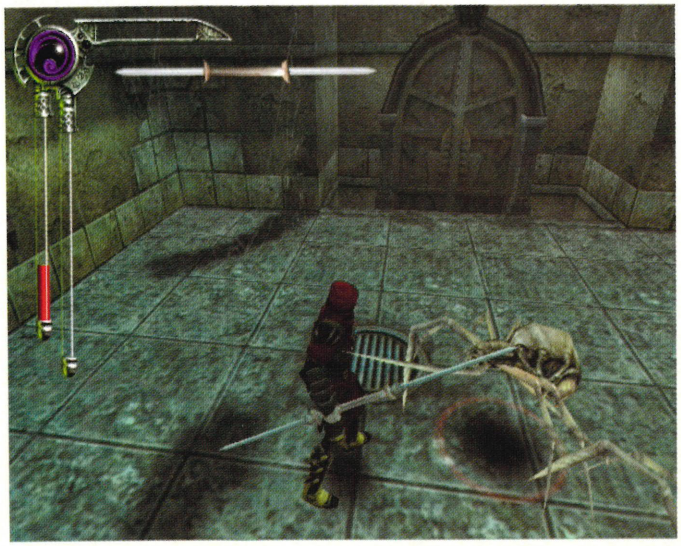
# Blood Omen 2

## SLAY YOUR ENEMIES IN THE MOST GRUESOME WAY POSSIBLE AS KAIN'S ADVENTURE LURCHES ONTO YOUR GAMECUBE.

**Kain once ruled the land of Nosgoth many years ago, but upon returning after 400 years in damnation, he finds control has been lost to another dark force. They've killed his vampire armies and stolen his magical abilities. Now he wants revenge.**

As Kain, you start with two powers: Mist, used to shroud you from enemy vision, and a deadly attack called Fury. You'll discover more powers as you progress through the game and will have the choice of using a selection of lethal weapons to slice your foes into little pieces.

Unlike previous *Legacy of Kain* games, *Blood Omen 2* focuses on stealthy attacking methods. Clever tactics are essential to out-smart the advanced A.I. of the enemies. Going in Blade-style will only get you unwanted attention and you'll end up out-numbered. You'll need to sneak around quietly, taking out victims quickly and silently before they even know you're there.



❑ Enemies won't stand a chance if you use Kain's weapons properly

❑ Regain strength by sucking the blood out of your enemies

❑ Kain has a selection of magic powers at his disposal

YOUR VOTE

Nintendo OFFICIAL MAGAZINE

## NOM POLL

Last month we asked you...

**"WAS NINTENDO RIGHT TO SELL RARE TO MICROSOFT?"**

RAREWARE

YES, GET RID OF 'EM

**17% VOTES**

"It was obvious that Rare, despite making some good games for Nintendo, was not going to be good for business in the future, so why hang on to them?"
**Duncan Hardy**

NO, ARE YOU MAD?

**83% VOTES**

"If you ask me we have suffered a tremendous loss by losing Rare. Maybe it's time to save your pennies and invest in an Xbox."
**Miles Cooke**

NEXT MONTH

**This month we ask you...**

**"DO YOU WANT TO SEE GAMECUBE UPDATES OF CLASSIC N64 TITLES?"**

**IF YOUR ANSWER IS YES SEND YOUR E-MAILS TO:**
Nompoll-one@emap.com

**IF YOUR ANSWER IS NO SEND YOUR E-MAILS TO:**
Nompoll-two@emap.com

**Remember to include any relevant comments**

*TOM CLANCY'S GHOST RECON* ● GAMECUBE ● OUT JANUARY 2003

# GHOST-FACED KILLERS

## MORE TOM CLANCY ACTION HEADED FOR THE GAMECUBE AS GHOST RECON GRADUATES FROM BASIC TRAINING.

**Not satisfied with bringing us the excitement of *The Sum of All Fears*, Ubi Soft are geared up to release another Tom Clancy stealth-'em-up in the shape of *Ghost Recon*.**

You take charge of an elite team of US Army Special Forces given the task of keeping the peace in a number of war-torn locations. These Green Berets, nicknamed Ghosts, have all the latest weapons and technology available to help them in their missions.

Players get to control six Ghosts, each with their own strengths and weaknesses. There are 15 single-player missions and successfully completing the tasks will allow you to unlock 12 different specialists who are able to put the latest technology to use.

The game is viewed in the first person and the gameplay relies on out-and-out stealth rather than random blasting — this is one for the thoughtful, patient gamer.

Night-vision goggles are an essential tool in any Green Beret's backpack

Surely even the Ghosts aren't strong enough to destroy an entire tank. Well, maybe...

It's a wonder you can see what's going on with all that HUD information

No time for stealth now, it's kill or be killed. Get blasting and you might just make it

If you say it's your taxi, I'm not arguing

*FOUR HORSEMEN OF THE APOCALYPSE* ● GAMECUBE ● OUT LATE 2003

# DEATH TO GAMECUBE

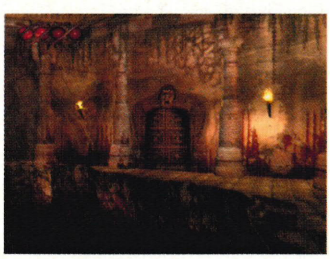
## ALL HELL'S BREAKING LOOSE AS THE FOUR HORSEMEN RIDE INTO TOWN.

***Four Horsemen of the Apocalypse* is shaping up to be one of the GameCube's darkest titles to date. Drawing heavily on the final sections of the New Testament and combining this with highly-stylised gothic art, courtesy of comic gurus Simon Bisley and Dave DeVries, *Apocalypse* promises more blood-soaked action than anything that's gone before.**

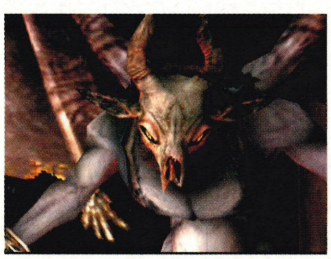
The main character is a fallen archangel by the name of Abaddon. Along with a rag-tag bunch of humans he must try and put a stop to the Four Horsemen of the Apocalypse before they destroy Earth. War, Famine, Pestilence and Death are the four enemies, each one taking the form of a big, bad end-of-stage boss.

The Developer, 3DO is promising some very clever graphical effects, like flowing hair and cloth, and the motion-capture work is being overseen by SmashCut, the clever people responsible for work on *The Matrix*, *Fight Club* and *The Crow*.

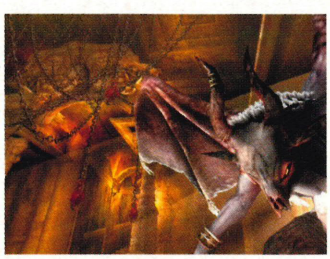
Fantastic detail in the scenery is enhanced by the light streaming in



If you're going through that door, make sure you're tooled-up



This goat-like creature of Hell doesn't look too pleased to see you



Sticks and stones may break your bones, but large hooks will kill you

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Screenshots taken from PlayStation®2 computer entertainment system gameplay.

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XBOX

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HARVEST MOON: A WONDERFUL LIFE ● GAMECUBE/GBA ● OUT 2003

# Harvest festival

## *HARVEST MOON: A WONDERFUL LIFE* PROVES THAT REALITY GAMING IS JUST AS COMPULSIVE AS REALITY TV.

***Harvest Moon*** **games aren't anything new — they've been spellbinding gamers for years, and the early indications are that the GameCube's first *Harvest Moon* game will be the best yet.**

It's a thirty-year adventure with six stories woven into your time as a farmer on a dilapidated farm. The adventure starts with you as a young man, charged with turning around the fortunes of your family farm. To do this you'll have to plan every aspect of your working and private life.

This will mean picking the right crops, sowing them at the most opportune time and then harvesting the results, as well as caring for all kinds of livestock. There's also the small matter of sorting out your love life with marriage and kids on the horizon, both of which dramatically alter the course of the game, with extra manpower from your family helping the running of the farm.

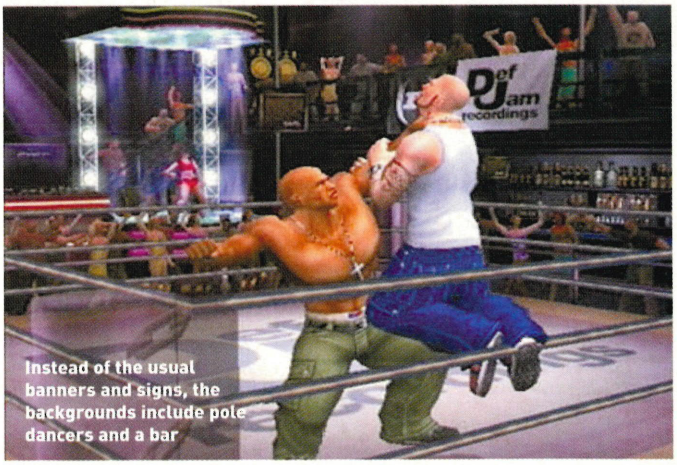
Intriguingly, the GameCube title will interact with a forthcoming GBA adventure, giving players access to a previously unreachable town in the GBA quest. We'll have more on this quirky life sim soon.

❑ **'Come here boy, I want to turn you into a prize cow'**

❑ **There's got to be a law against keeping big animals in small cages**

**Farm management has never been so much fun, check out that psychedelic barn**

DEF JAM VENDETTA ● GAMECUBE ● OUT MID 2003




**Instead of the usual banners and signs, the backgrounds include pole dancers and a bar**

# BRING THE NOISE

❑ ***Def Jam Vendetta*** **is being developed jointly by Aki (N64's *No Mercy*) and EA Canada (*NBA Street*) and promises to mix wrestling, rap and ruptured spleens in equal measure.**

There are 47 characters for you to choose from including *Def Jam* stars like Ludacris, Method Man and Scarface.

Your mission is to dethrone the vicious gang boss, D-mob. He ran you out of town a few years ago, but now you're back, a lot stronger and much smarter than before.

You've also got to try and win back your old girlfriend, Angel. To do this you'll need to defeat D-mob's goons in the ring and prove yourself worthy.

*Def Jam Vendetta* already looks like it's shaping up to be the game *X8* should have been.

ROBOTECH: THE MACROSS SAGA ● GAME BOY ADVANCE ● OUT NOVEMBER

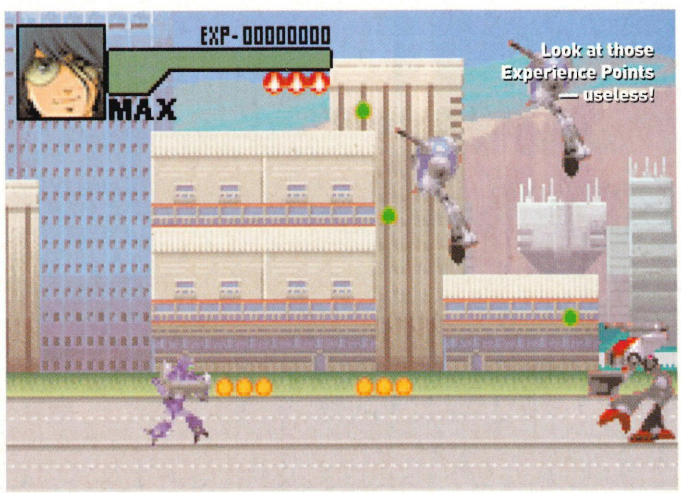
# Rise of the robots

## Anime classic gets the handheld treatment.

❑ **Featuring ten playable characters from the TV series and spanning ten levels, *The Macross Saga* looks to have everything a *Robotech* fan could wish for.**

Gameplay is rooted in the old-skool, side-scrolling shooter camp with the action coming thick and fast. It's in your interests to kill as many enemies as you can as this will add to your Experience Points and allow you to upgrade your craft.

Players can change their ship into three different forms: Fighter, Guardian and Battloid with each one giving you different skills and advantages over your enemies. We'll have a full review next issue.



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- *Develop your use of the Force and enhance your lightsaber abilities as you do battle.*

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# POKEMON UPDATE

## THE END OF TEAM ROCKET IS NEIGH. TIME TO MEET THEIR SUCCESSORS.

**As the arrival of the eagerly awaited Game Boy Advance Pokemon adventures draws ever closer, hot new details are flooding out of Nintendo.**

The new *Pokemon* quests, titled *Pokemon Ruby* and *Sapphire* will stick to the same core play principles set by the Game Boy Color titles. Viewed from a top-down perspective, you'll travel around a new map, with a total of 350 Pokemon to catch and battle, 100 of them new to the series. By using the extra power of the GBA, the graphics have been improved, with shadows, reflections and footprints just a few of the visual treats to expect.

Another key new feature is the tag-team battle, where two Pokemon can be teamed together to battle simultaneously, creating the potential for more advanced fighting strategies.

❑ It looks as though these Pokemon trainers are about to fight it out

❑ There's a whole new *Pokemon* world to explore

However, it looks like the days of Team Rocket are over, as these two sets of characters will be the new opposition to watch out for. One of the devilish duos is called Team Magma, and are encountered in *Pokemon Ruby*, while the other team call themselves Team Aqua and will appear in the *Sapphire* quest.

We've also dug up two images of the Pokemon that'll appear on the boxes of the games when they finally hit the shops.

The creature on the *Ruby* box is called Gurahdon, and has the ability of calming raging rain with powerful beams of light. The other is called Kaiohga, and is able to summon rainstorms.

There are still many mysteries about the new *Pokemon* adventures, but we'll be hitting you with a full playtest next month, so all your questions will soon be answered.

❑ Is this the new Pokegear bag?

❑ Pokemon teams can now battle it out

❑ You'll meet lots of new characters as you travel around

# FIGHT FIRE WITH FIREPOWER

"Technically awesome, **BRILLIANT TO PLAY**...
...this fire breathing fantasy will surely reign supreme" C&VG

"...pure **ACTION PACKED MAYHEM** all the way." Games Master

"...a breath of fresh, if **EXCEEDINGLY FIERY**,
air for GBA adventures." Total Advance

## COMING NOVEMBER 29TH

# REIGN OF FIRE

EVERY BREATH THEY TAKE MIGHT BE YOUR LAST

NINTENDO GAMECUBE™ GAME BOY ADVANCE™

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*BALDUR'S GATE: DARK ALLIANCE* ● GAMECUBE ● OUT SPRING 2003

# Enemies at the Gate

## GET DOWN IN THE DUNGEON WITH THE FIRST *D&D* TITLE ON GAMECUBE.

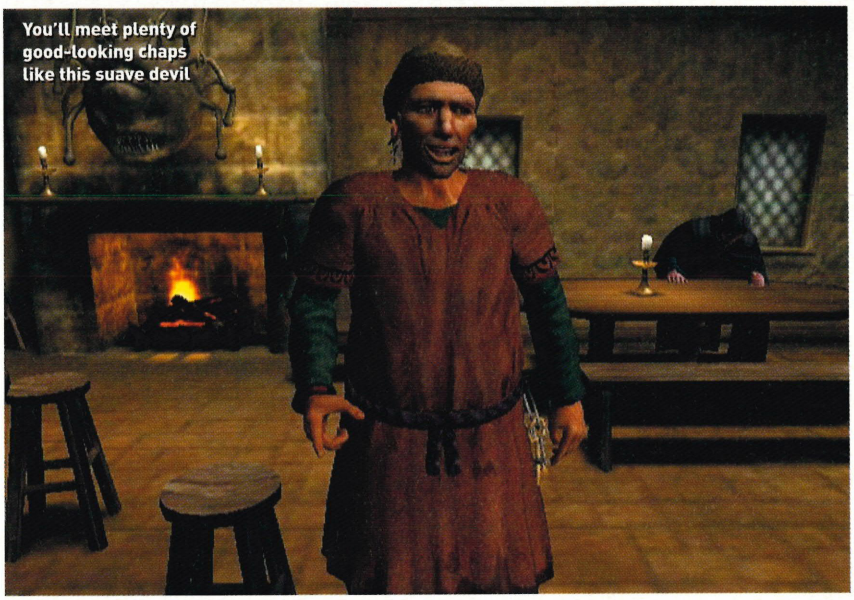
**Gamers the world over have been flocking to the *Dungeons & Dragons*-based RPG *Baldur's Gate* for years, and now it's coming to GameCube. The RPG began life on the PC, but was converted into a console-friendly version with the release of *Baldur's Gate: Dark Alliance* on the PS2 — a title that has since shipped over half a million units worldwide.**

As you might expect, *Dark Alliance* will feature a mixture of action and exploration, as you find yourself standing in the way of the greatest threat ever to face the Sword Coast and the town of Baldur's Gate.

Players begin by selecting one of the game's three playable characters: Vahn (a human archer); Adrianna (an elven sorceress); or Kromlech (a dwarven fighter) — but after that it's all up to you. And while the quest is essentially the same for all three, it can be completed in different ways, owing to the unique feats and spells that each character can obtain throughout the adventure. And there's even the chance to unlock the Forgotten Realms' greatest icon, the dark elf Drizzt Do'Urden.

There's also the option of making it a two-player quest, so that you and a friend can journey the Sword Coast together. The action takes place on the same screen and the quest is identical, but the monsters are beefed-up in order to balance things out a bit.

And just because it's a PS2 port, don't let that put you off. The game's producer, Darren Monahan says that 'many subtle adjustments have been made to make the game look its best on the GameCube's advanced hardware'.



You'll meet plenty of good-looking chaps like this suave devil

*Dark Alliance* features some gorgeous combat effects

There are hordes of skeletons eager to add you to their ranks

☐ Ah, damn it! There goes the no-claims bonus. And we had it up to five minutes too

*NASCAR THUNDER 2003* ● GAMECUBE ● OUT SPRING 2003

# DAYS OF THUNDER

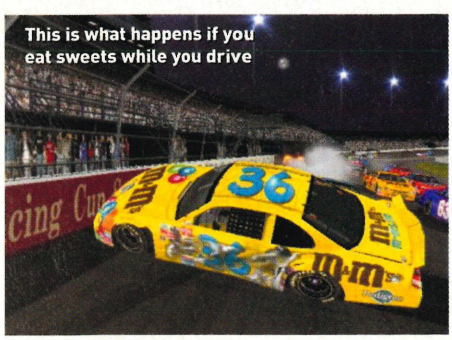
## PUT YOUR FOOT DOWN AND WATCH OUT FOR MARBLES.

**☐ Fancy hacking it around the track like Tom Cruise in *Days of Thunder*? Well now's your chance, because *NASCAR Thunder 2003* is speeding onto your GameCube from EA. The only trouble is you won't get a free Nicole Kidman with every purchase.**

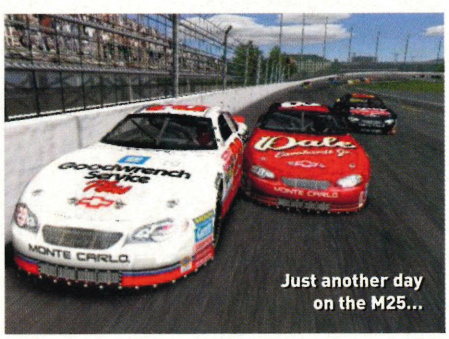
*NASCAR Thunder 2003* sees you surrounded by all the sound and fury of the NASCAR Winston Cup Series as you battle against multiple pile-ups, walls of smoke and 'marbles' to become the champion. Conquer up to 20 drama-filled seasons of door-to-door, three-wide racing and hordes of tubby, dead-eyed, cola-sucking Americans will want to make you their god.

Expect the little purple box to conjure up an ultra-realistic driving experience with dramatic venues, spectacular crashes and shredded tyres. But it's not just speeding around in a circle — you'll also have to face debris on the track and pit penalties if you break the rules. On top of all that, there are driving lessons from some of the real-life NASCAR racers who managed to sober up and drag their shattered bodies out of hospital to advise you.

Drive well enough and you'll also unlock new drivers, tracks and videos. You'll be calling yourself Cole Trickle in no time.



This is what happens if you eat sweets while you drive



Just another day on the M25...

ADAMS
Cut to the
Juice
Bubbaloo
Bubbaloo
Cola
BUBBLE GUM
5,5g
Bubbaloo
Green Apple
BUBBLE GUM
5,5g
Bubbaloo
Strawberry
BUBBLE GUM
5,5g
Bubbaloo
Cherry
5.5g
Bubbaloo
BLUEBERRY
Bubbaloo
The only bubble gum with a
gooey liquid flowing through it

*YU-GI-OH! FALSEBOUND KINGDOM* ● GAMECUBE ● OUT 2003

# Go, go Yu-Gi-Oh!

## Exciting news of *Yu-Gi-Oh!* on the GameCube.

*Yu-Gi-Oh!* will feature plenty of areas to explore

We've uncovered early details and some small shots of a new adventure for GameCube based on the card-battle cartoon series, *Yu-Gi-Oh!*.

Currently known as *Yu-Gi-Oh! Falsebound Kingdom*, this new title will be an RPG adventure, following two characters, Yugi and Keiba. You will be able to choose which character to control in your quest, with the other becoming your rival.

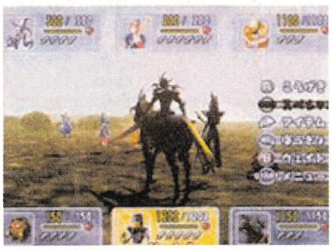
The story centres on a laboratory by the name of SIC where the scientists have created a simulated world based on the medievil era. Yugi and Keiba receive an invitation to test the new technology, and it's here that your adventure begins.

Gameplay details on this new RPG are scarce at the moment, but look out for more news in a future issue of *NOM*.

We've no idea what they're talking about, but we bet it's important

❑ *Yu-Gi-Oh!* has stunning scenery...

❑ ... and some rock-hard bad guys


❑ *Yu-Gi-Oh!* will feature many battles

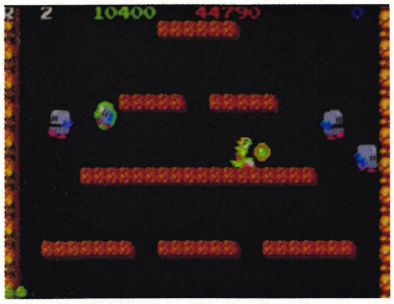
❑ This lab is the start of your quest

Zzap! Take that, winged thing

*BUBBLE BOBBLE OLD AND NEW* ● GAME BOY ADVANCE ● LATE 2002

# BUBBLE BOBBLE

## The GBA gets more puzzle action with this update of a classic. Bub and Bob are back!


❑ Bub and Bob are back and they're just as cute as ever! You'll love the *Old* version...

❑ ...and the *New* enhanced version is just as much fun. Get blowing those bubbles!

Anyone who's been playing video games for a long time will remember the original *Bubble Bobble* as an arcade classic, released way back in 1986. And now the old puzzler has been revived for the Game Boy Advance. Crusty old gamers rejoice!

The story line of *Bubble Bobble* is that you are stuck in a cave filled with monsters, which you must trap using bubbles spat from your character's mouth. The bubbles are then popped to defeat the captured enemy, and with all enemies defeated, you'll move on to the next level, with 100 levels in total to conquer.

*Bubble Bobble Old and New* includes a pixel-perfect port of the original arcade version, and a newly created update of the same game with enhanced visuals and better sound effects, as well as remixed music. The newer version also offers you the chance to save items for later use. Watch out for a full review next month!

# TEST DRIVE

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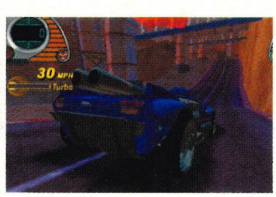
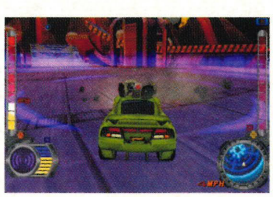
- Speed through huge, highly destructible worlds
- Hurtle up walls, through loops and across chasms
- Tons of insane weapons at your disposal

**Drive like you've never imagined™**



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# Winner Stays On

There are six new entries this month due to the arrival of some very high-quality Christmas titles. *NOM*'s never had it so good!

## NOM'S TOP TEN GAMES

| # | TITLE | PUBLISHER | LAST MONTH |
|---|---|---|---|
| 1 | STAR FOX ADVENTURES | NINTENDO | NE ▲ |
| 2 | SUPER MARIO SUNSHINE | NINTENDO | 2 ▼ |
| 3 | TONY HAWK'S PRO SKATER 4 | ACTIVISION | NE ▲ |
| 4 | MARIO PARTY 4 | NINTENDO | NE ▲ |
| 5 | ISS2 | KONAMI | 4 ▼ |
| 6 | TIMESPLITTERS 2 | EIDOS | 6 ◀ |
| 7 | STAR WARS JEDI KNIGHT II: JEDI OUTCAST | ACTIVISION | NE ▲ |
| 8 | YOSHI'S ISLAND: SUPER MARIO ADVANCE 3 | NINTENDO | NE ▲ |
| 9 | STAR WARS THE CLONE WARS | ACTIVISION | NE ▲ |
| 10 | ETERNAL DARKNESS | NINTENDO | 2 ▼ |

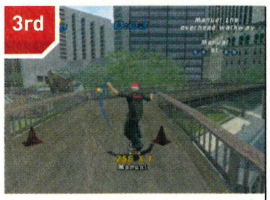
1st

***Star Fox Adventures***
It took something special to knock *Super Mario Sunshine* off the top. A fur-m favourite!

2nd

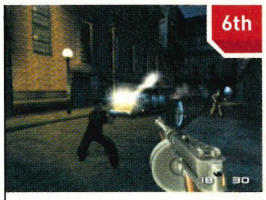
***Super Mario Sunshine***
We've still got a few Shines to find and we ain't going to stop until we bag 'em all.

3rd



***Tony Hawk's Pro Skater 4***
Dom, Tim and Mike are competing to see who can score the biggest trick.

6th

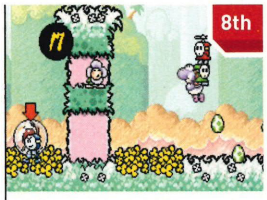


***TimeSplitters 2***
Deathmatches are back on *NOM*'s lunchtime menu and they've seldom been tastier.

7th

***Star Wars Jedi Knight II***
Kingsley has played virtually nothing else. Feel the Force flowing through you...

8th



***Yoshi's Island***
The office is split over whether this is the best *Mario* handheld of all time. Pure class.

## GAMECUBE SALES CHART

GAME
www.game.uk.com

You've been buying GameCube titles in droves this month. Here are GAME's best sellers...

| | TITLE | PUBLISHER |
|---|---|---|
| 1 | *Eternal Darkness* | *Nintendo* |
| 2 | *TimeSplitters 2* | *Eidos Interactive* |
| 3 | *FIFA 2003* | *EA* |
| 4 | *Super Mario Sunshine* | *Nintendo* |
| 5 | *Resident Evil* | *Capcom* |
| 6 | *WWE Wrestlemania X8* | *THQ* |
| 7 | *Star Wars Rogue Squadron II* | *Activision* |
| 8 | *Luigi's Mansion* | *Nintendo* |
| 9 | *Super Monkey Ball* | *Sega* |
| 10 | *Turok Evolution* | *Acclaim* |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**(9)** The voucher is valid until 13 December 2002.

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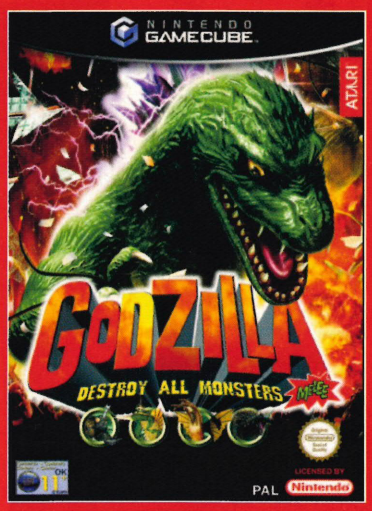
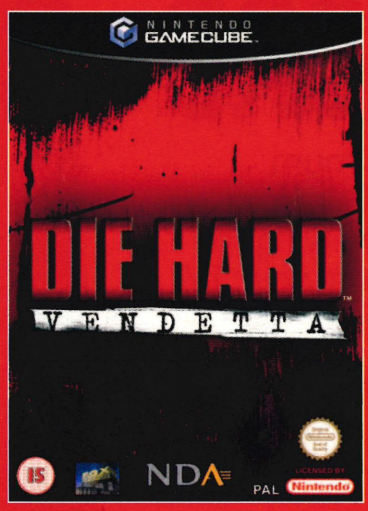
# VIRGIN LOVES



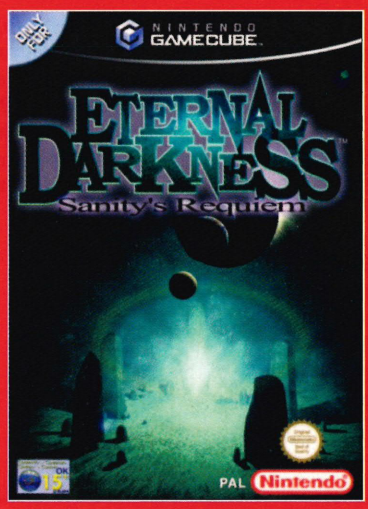

Godzilla Destroy All Monsters




Die Hard Vendetta

Super Mario Sunshine

Starfox Adventures
Out 22 November




Eternal Darkness
Sanity's Requiem

Mario Party 4
Out 29 November

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# CUT THE CORD

**No more knotted wires, no more mum accidentally snagging the controller from your GameCube, no more pets chewing the cable, no more sitting two feet from your TV. Say hello to the WaveBird.**

■ **WaveBird** ■ **Out:** 22 November ■ **Cost:** £30-35 TBC

**Nintendo's wireless WaveBird controller was announced along with the GameCube at the Space World 2000 exhibition. Over two years later, the cordless wonder is hitting these shores. Here's what you need to know about this storming product.**

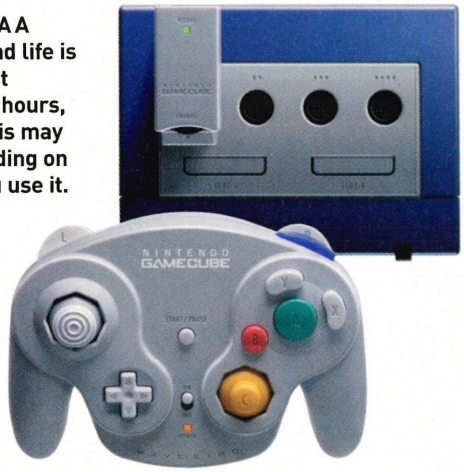
■ The WaveBird uses RF (Radio Frequency) to transmit a signal. The advantage of this over the old-fashioned Infra-Red design is that there is no need to have a clear path between transmitter and receiver. The signal will reach the receiver wherever it is positioned.

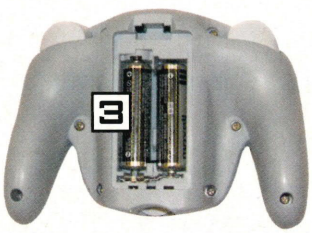
■ The WaveBird also has a fantastic range — Nintendo claim 20 feet, but we've used it from much further away. You would need to have a football pitch-sized living room for it not to work.

■ If you're concerned about interference, then worry not. You can choose between 16 signal channels so there'll never be a mix up in *Mario Party 4*.

■ Sadly the WaveBird doesn't have a rumble feature. The main reason for this is that rumbling drains battery life, but there's also the question of the unit having to send and receive signals in order to trigger a vibration.

**It uses two A A batteries and life is estimated at around 100 hours, although this may vary depending on the way you use it.**





## CONTROLLER

1 On/Off switch
2 Power indicator
3 Battery compartment
4 Channel selector
5 Standard GameCube controls

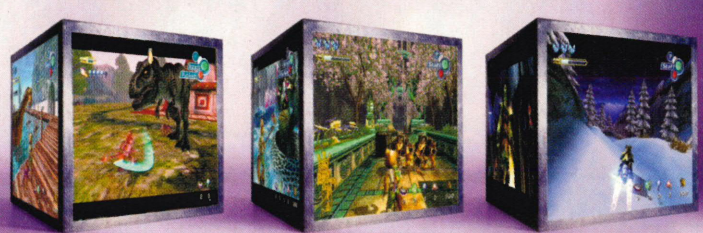
## RECEIVER

6 Receive indicator
7 Channel selector

NINTENDO GAMECUBE™

# A planet with fear needs a hero with none.

STARFOX ADVENTURES



Life's a game

www.nintendo-europe.com

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# POWER RANGERS WILD FORCE™

# GO WILD!

## ON YOUR GAME BOY ADVANCE™

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# READER AWARDS 2002

## From GameCube to Game Boy Advance it's time to tell us what games you rate as the best of 2002.

**This time last year we were still coming to terms with the awesome power of Game Boy Advance while counting the months to GameCube's UK launch in May.**

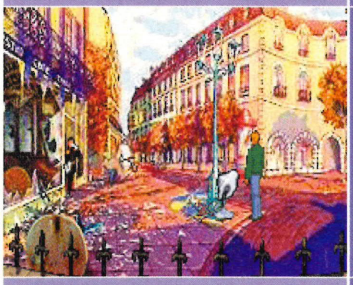
Fast forward a year and it's like the GameCube and GBA have been here forever. The launches were a massive hit, with an embarrassment of riches to choose from, and the success has shown no signs of slowing down since.

And with so many top titles out there we want to know what your favourite GameCube and GBA games of 2002 are. Are you a sucker for *Pikmin* or a lover of *Luigi*? Whatever your preference, the *NOM* Reader Awards are your chance to say what you think the best games of 2002 are, so get thinking and get voting...

# WHAT A YEAR! WITH OVER 200 GAMECUBE AND GAME BOY ADVANCE TITLES RELEASED, YOU MIGHT HAVE FORGOTTEN ABOUT SOME OF THE GEMS WE'VE COVERED HERE AT *NOM*. SO HERE'S A REMINDER OF ALL THIS YEAR'S HIGHLIGHTS...

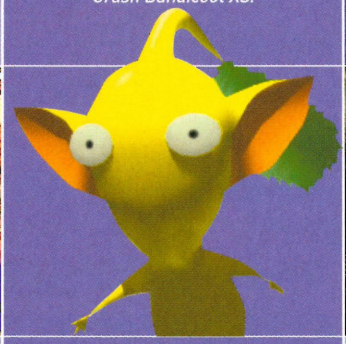
## January-March

The year kicked off with a wealth of Game Boy Advance titles clamouring for your attention on Nintendo's portable baby. *Golden Sun* swaggered onto the small screen with a massive RPG adventure that we even touted as a Link-beater, and the likes of *Broken Sword* and *ESPN International Winter Sports* kept us busy. March also saw the arrival of Nintendo's smallest ever console, the Pokémon Mini, and some dirt-cheap games there were for it too.



## April-June

Nintendo blasted back onto the home console scene with the launch of GameCube on 3 May with some mind-blowing titles including *Luigi's Mansion*, *Pikmin*, *Rogue Squadron II* and *Super Smash Bros. Melee*. *Nintendo Official Magazine* also relaunched and the Game Boy Advance continued its amazing success story with the arrival of *Super Mario World*, *V-Rally 3* and *Crash Bandicoot XS*.



## July-September

Things were a little quiet over the summer months, but the adventure that got people buying GameCube in their droves was *Resident Evil* with its edge-of-your-seat adventuring and stunning environments. September also saw the launch of the platinum Game Boy Advance, the quirky world of *Doshin The Giant* and old-skool beat-'em-up, *Capcom Vs. SNK 2 EO* on GameCube

## October and Beyond

With GameCube's first Christmas nearly upon us, the line-up of games is mesmerising. *Super Mario Sunshine* stands out as a must-have title and the likes of *Star Fox Adventures*, *Eternal Darkness* and *TimeSplitters 2* will make this a Christmas to remember.
On the handheld front, you'll be seeing the return of some old favourites including Samus Aran in *Metroid Fusion*, Harry Potter and chums and Mario's dino pal in *Yoshi's Island*.

# Catergories

please tick one box per category

### GameCube Game Of 2002

- ■ Burnout
- ■ Eternal Darkness: Sanity's Requiem
- ■ Luigi's Mansion
- ■ Pikmin
- ■ Resident Evil
- ■ Sonic Adventure 2 Battle
- ■ Spider-Man The Movie
- ■ Star Fox Adventures
- ■ Star Wars Rogue Leader: Rogue Squadron II
- ■ Super Mario Sunshine
- ■ Super Monkey Ball
- ■ Super Smash Bros. Melee
- ■ TimeSplitters 2
- ■ Tony Hawk's Pro Skater 3

Other

### Game Boy Advance Game of 2002

- ■ Breath of Fire II
- ■ Castlevania: Harmony of Dissonance
- ■ Crash Bandicoot XS
- ■ Duke Nukem Advance
- ■ ESPN International Winter Sports (GBA)
- ■ Golden Sun
- ■ GT Advance 2: Rally Racing
- ■ Sonic Advance
- ■ Spider-Man The Movie
- ■ Super Ghouls 'N Ghosts
- ■ Super Mario World: Super Mario Advance 2
- ■ Tony Hawk's Pro Skater 3
- ■ V-Rally 3
- ■ Yoshi's Island: Super Mario Advance 3

Other

### Best Action/Adventure

- ■ Breath of Fire II
- ■ Broken Sword: Shadow of the Templars
- ■ Castlevania: Harmony of Dissonance
- ■ Disney's Magical Mirror Starring Mickey Mouse
- ■ Doshin The Giant
- ■ Eternal Darkness: Sanity's Requiem
- ■ Golden Sun
- ■ Lost Kingdoms
- ■ Luigi's Mansion
- ■ Pikmin
- ■ Resident Evil
- ■ Spider-Man The Movie
- ■ Star Fox Adventures
- ■ Zone of The Enders

Other

### Best Sports Game

- ■ Alex Ferguson's Player Manager 2002
- ■ Beach Spikers
- ■ ESPN International Winter Sports (GBA)
- ■ FIFA 2003
- ■ ISS2
- ■ Kelly Slater's Pro Surfer
- ■ Madden NFL 2003
- ■ NBA Courtside 2002
- ■ Red Card
- ■ Sega Soccer Slam
- ■ SSX Tricky
- ■ Tony Hawk's Pro Skater 3 (GameCube)
- ■ Tony Hawk's Pro Skater 3 (GBA)
- ■ WWE Wrestlemania X8

Other

### Best Multiplayer Game

- ■ Beach Spikers
- ■ FIFA 2003
- ■ ISS2
- ■ Mario Party 4
- ■ NHL Hitz 20-02
- ■ Super Monkey Ball
- ■ Super Smash Bros. Melee
- ■ TimeSplitters 2
- ■ WWE Wrestlemania X8

Other

### Best Driving/Racing Game

- ■ Burnout
- ■ Colin McRae Rally 2.0
- ■ Driven
- ■ Extreme G-3
- ■ GT Advance 2: Rally Racing
- ■ Smuggler's Run Warzones
- ■ SpyHunter
- ■ V-Rally 3
- ■ Wave Race Blue Storm

Other

### Best Beat 'Em Up

- ■ Barbarian
- ■ Bloody Roar Extreme
- ■ Capcom Vs. SNK 2 EO
- ■ Godzilla: Destroy All Monsters Melee
- ■ Rocky
- ■ Super Smash Bros. Melee
- ■ Street Fighter Alpha 3
- ■ Tekken Advance
- ■ WWE Wrestlemania X8

Other

### Best Shoot 'Em Up

- ■ Die Hard Vendetta
- ■ Duke Nukem Advance
- ■ ECKS Vs. Sever II: Ballistic
- ■ James Bond 007 Agent Under Fire
- ■ James Bond 007 Nightfire
- ■ Medal of Honor: Frontline
- ■ Star Wars Rogue Leader: Rogue Squadron II
- ■ TimeSplitters 2
- ■ Turok Evolution

Other

### Best Platformer

- ■ Crash Bandicoot XS
- ■ Sonic Advance
- ■ Sonic Adventure 2 Battle
- ■ Super Ghouls 'N Ghosts
- ■ Super Mario Sunshine
- ■ Super Mario World: Super Mario Advance 2
- ■ Yoshi's Island: Super Mario Advance 3

Other

### Best Puzzle Game

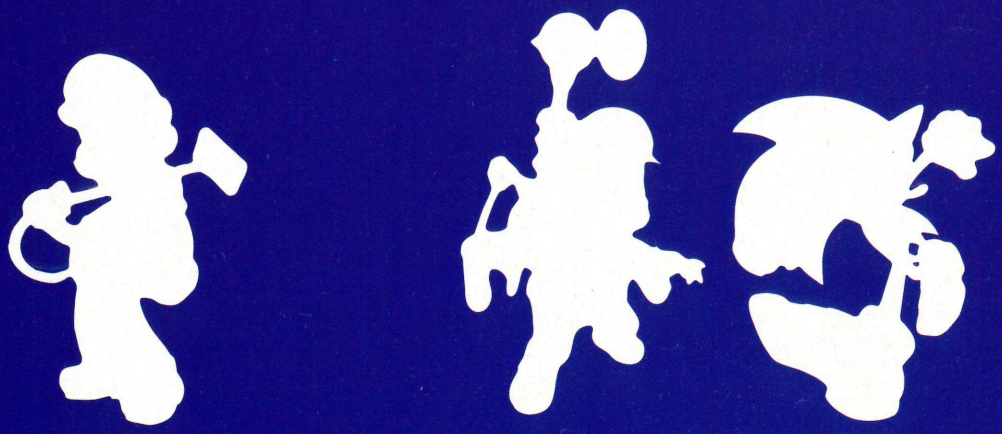
- ■ Eggo Mania (GameCube)
- ■ Eggo Mania (GBA)
- ■ Tetris Worlds
- ■ Who Wants To Be A Millionaire?
- ■ Worms Blast
- ■ ZooCube (GameCube)
- ■ ZooCube (GBA)

Other

### Most Original Game

- ■ Beach Spikers
- ■ Doshin The Giant
- ■ Eternal Darkness: Sanity's Requiem
- ■ Luigi's Mansion
- ■ Pikmin
- ■ Pokémon Mini games
- ■ Super Monkey Ball

Other



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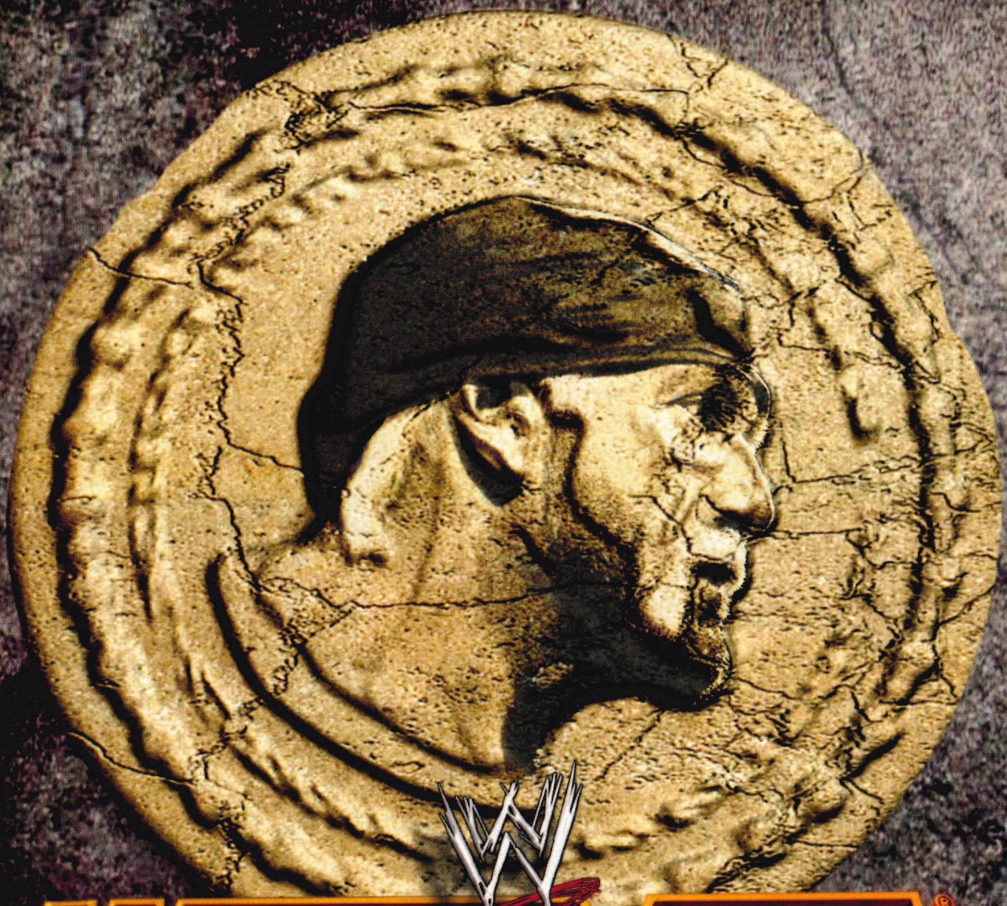
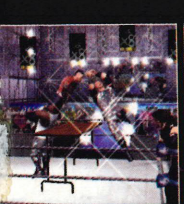
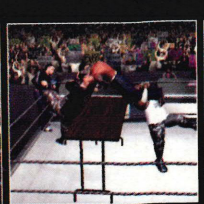
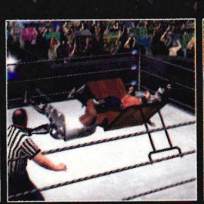
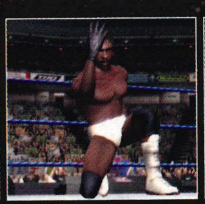
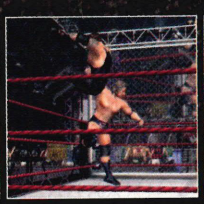
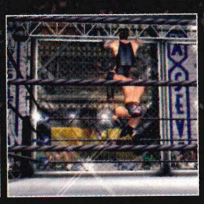
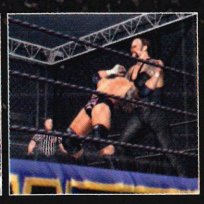
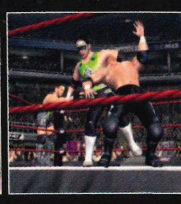
NEXT, CUT ALONG THIS LINE

# SHOWCASE OF THE IMMORTALS



WWE WRESTLEMANIA X8

## THE LEGACY CONTINUES

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THQ

# BURNOUT READER CHALLENGE

**Last month saw our GameCube Car out on the road again at Stuff Live 2002. Check it out, racing fans.**

After unveiling our GameCube Car back in issue 121, we thought it was high time we showed it off again and decided to burn down to Earl's Court in London for Stuff Live 2002 and our *Burnout* Reader Challenge, in association with Acclaim.

With 32,000 punters through the doors over the four-day event, it was going to take a racing pro to finish top of the heap and win a GameCube, four Acclaim games and a copy of their forthcoming title, *Burnout 2*.

The aim of the challenge was to set the best time over three laps on the game's Interstate track using an automatic Muscle motor. Racing game fans of all ages queued up to try their luck behind the wheel and the pace was soon set by David Burk from Dagenham, who recorded a superb time of 6:55.44 on the first day.

Not to be out-done by the record, Nintendo fans battled to try and beat the score and win the loot under the watchful eyes of the *NOM* crew. But after four days of breaking speed limits and watching awesome pile-ups, David remained the best boy racer and walked away with a heap of Acclaim GameCube swag. Well done David!

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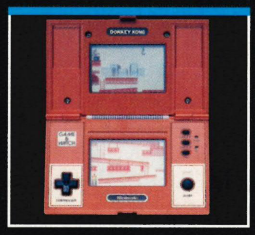
# NINTENDO OFFICIAL MAGAZINE'S 10 GREATEST NINTENDO INNOVATIONS

This month sees the launch of the WaveBird for GameCube, just another in a long line of Nintendo's fantastic innovations. But can you remember any of these classic inventions from gaming history?

## 1 GAME & WATCH 1980

**WHAT WAS IT?**
The Game & Watch series featured 59 games and included single and multi-screen consoles, plus ones that played on table tops. The range including such classics as *Donkey Kong*, *Parachute* and *Mario's Cement Factory*.

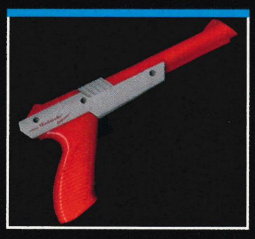
**DID YOU KNOW?**
Game & Watch were the first portable LCD games and were developed by Gunpei Yokoi, the same man behind the Game Boy. The Japanese were even treated to such classy accessories as a carry case with a button clasp.



## 2 THE ZAPPER 1986

**WHAT WAS IT?**
The Zapper was a light gun peripheral that came with *Duck Hunt* for the Nintendo Entertainment System. If the gun detected a duck (that was actually a disguised bright spot on the TV) when you pulled the trigger, you killed it.

**DID YOU KNOW?**
*Duck Hunt* wasn't the only game to use the power of the Zapper. Other titles that used its trickery on the Nintendo Entertainment System included *Gumshoe*, *Hogan's Alley* and *Wild Gun Man*.



## 3 POWER GLOVE 1989

**WHAT WAS IT?**
In a new era of game control, Mattel launched the Power Glove for the NES. Using infra-red technology, you could control characters and vehicles on screen, even punching opponents in *Mike Tyson's Punch Out*.

**DID YOU KNOW?**
You may have read about the film *The Wizard* before in *NOM* and it was here that the Power Glove was showcased. Older readers may also want to dust off some old videos as it appears in *Freddy's Dead* and *Sliver*.

## 4 SUPER FX CHIP 1993

**WHAT WAS IT?**
Developed by Argonaut, these special chips helped the Super NES to create advanced gaming worlds with a 3D-style effect like nothing that had ever been seen before on a Nintendo console.

**DID YOU KNOW?**
Probably the most well-known of all Super FX chipped games is Fox McCloud's Super NES adventure, *Starwing*. Other games that used it included *Stunt Race FX* and *Vortex*.

## 5 VIRTUAL BOY 1995

**WHAT WAS IT?**
This was Nintendo's attempt to create a virtual-reality console for the home. The Virtual Boy showcased titles including *Mario Clash*, *Mario's Tennis* and *Galactic Pinball*.

**DID YOU KNOW?**
The Virtual Boy was never released in the UK after dodgy sales in Japan and the US. The man behind it was Gunpei Yokoi, the Nintendo inventor behind Game Boy and Game & Watch.

## 6 SUPER SCOPE 6 1993

### WHAT WAS IT?

The NES may have had the Zapper but the Super NES went one better with the Super Scope, a two-and-a-half foot long bazooka peripheral that sat on your shoulder and made you look like a Territorial Army wannabee.

### DID YOU KNOW?

There were very few Super Scope games, but the accessory did come bundled with a six-in-one cart with such shoot-'em-ups as *Mole Patrol*, *Interceptor* and *Confront*. Other titles included *Yoshi's Safari* and *Terminator 2*.

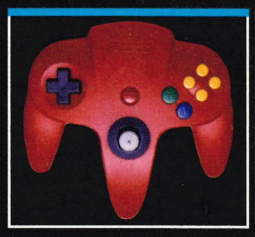
## 7 3D STICK 1997

### WHAT WAS IT?

All those of you who have an N64 will know about this. The 3D Stick was the first game control that enabled you to control any character through 360°. This made twirling Bowser around in *Super Mario 64* all the more satisfying.

### DID YOU KNOW?

Despite popular opinion with PlayStation and Xbox controllers having 3D Sticks, the N64 was the first console controller to have one. And what about the white residue that used to collect at the bottom of the 3D Stick? Yuck!



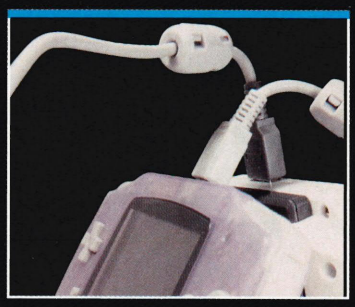
## 8 LINK CABLE 1990

### WHAT WAS IT?

To enhance the portable gaming experience, Nintendo launched a Link Cable alongside the original Game Boy so two gamers could link machines. Although you needed two copies of every game there have been some amazing link games including *Pokémon* and *Tetris*.

### DID YOU KNOW?

For the launch of Game Boy Advance, Nintendo went one better and introduced four-player gaming by linking up with three cables. Even after a year, *Mario Kart Super Circuit* is an essential four-player game.



## 9 RUMBLE PAK 1997

### WHAT WAS IT?

Powered by battery and slotted into the Memory Card port underneath the N64 controller, the Rumble Pak provided awesome feedback in such N64 classics as *GoldenEye 007* and *Lylat Wars*.

### DID YOU KNOW?

The Rumble Pak originally came bundled with *Lylat Wars* on the N64 and the GB Color was also treated to a smaller version in *Pokémon Pinball* and *Top Gear Rally*. If you're looking to buy a GameCube you'll be pleased to learn that the Rumble Pak is now built into the controller.

## 10 WAVEBIRD 2002

### WHAT WAS IT?

A controller without wires. That's right, the WaveBird uses radio frequency between the controller and a wireless receiver that plugs into a controller port to read what you are doing on the controller.

### DID YOU KNOW?

The signal between the controller and the receiver cannot be blocked by solid surfaces or people walking in front of you as you play. You can also use four WaveBirds at a time by selecting different frequency channels and it's no larger than a standard controller.

## Win Zelda on GameCube!

In a future issue of *NOM* we'll be showcasing your ten greatest *Legend of Zelda* moments. Whether you loved riding Epona for the first time or wearing the Deku Scrub mask, we want to know.

Just write down your favourite moment and scribble 25 words on why you like it so much. Add your name, age and home address then send it to: **My Favourite Zelda Moment, *Nintendo Official Magazine*, EMAP Active, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. One lucky winner will win a copy of the forthcoming Legend of Zelda adventure on GameCube.**

# RESIDENT EVIL ZERO

NINTENDO GAMECUBE

LOG ON

http://www.capcom.com

IN BRIEF

It's the *Resident Evil* title that's been in development for years, having started life as an N64 game. As that system reached the end of its life, Capcom decided to switch development to GameCube, and we've had the chance to sample the resulting overhaul, which amazingly improves upon the standard set out by the recently released *Resident Evil* remake.

DETAILS

Release:
**early/mid 2003**

Developer
**Capcom**

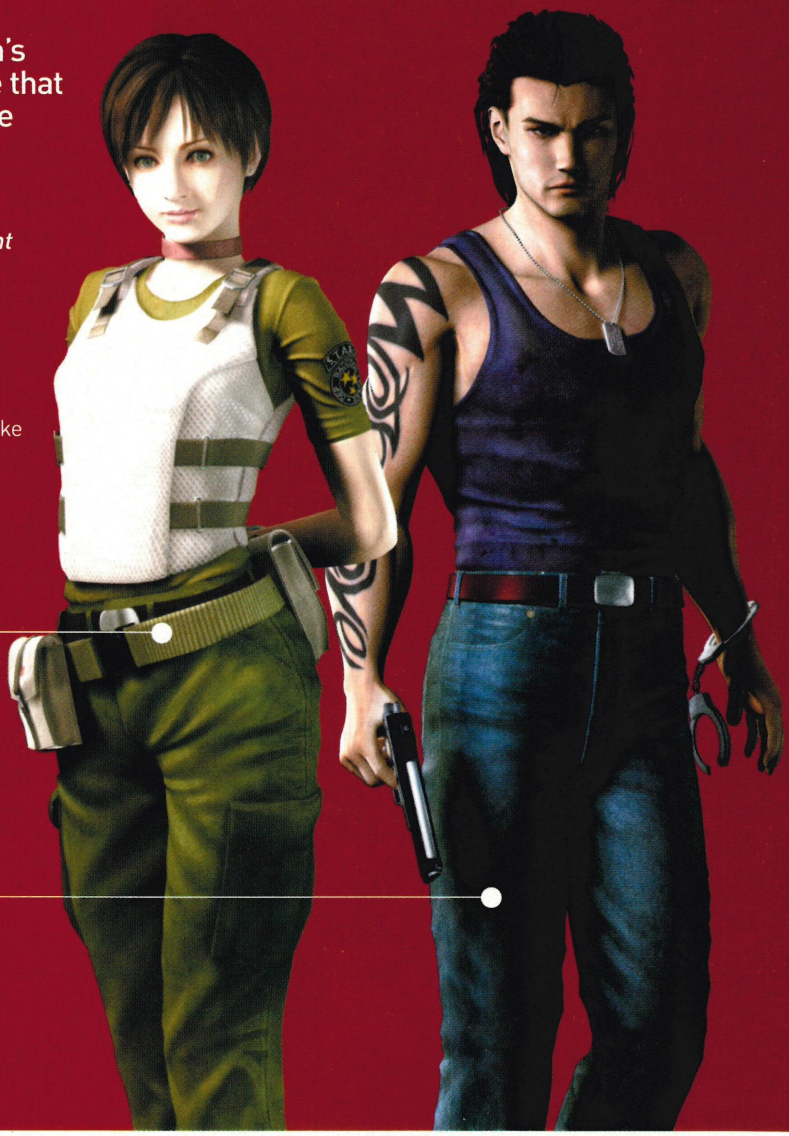
Developer
**Capcom**

Game Genre
**Survival Horror**

## We take you further into Capcom's Survival Horror to reveal a game that looks scarier and slicker than the original. God help us!

We are the only magazine in the UK given the chance to board *Resident Evil Zero*'s runaway train and see where it ends up.

And what a journey it turned out to be. We saw things that shocked, excited and repulsed — all at the same time. We viewed graphics and sound that trumped even the sublime beauty of the first *Resident Evil* remake and met monsters that we just can't forget.



**Rebecca Chambers**
At just 18, Rebecca is the youngest ever member of S.T.A.R.S. Bravo Team, and at 5'3" tall she's probably the smallest too. Despite her inexperience, she's bold beyond her years and more than ready to stand up to Billy. This is her first ever mission and the chances are her expertise in chemistry will come in very handy.

**Billy Coen**
Bad-boy Billy is an ex-Navy S.E.A.L. found guilty of killing 23 of his fellow soldiers, although the exact details are far from clear. As we begin the game he's on his way to death row, but unexplained events leave his military police vehicle a twisted wreck with his escorts dead.

## WHAT YOU NEED TO KNOW

**Q. When does the game take place?**
**A.** 23 July 1998. This is one day before the original *Resident Evil* game begins.

**Q. So why should I be excited by *Resident Evil Zero*?**
**A.** It's a totally original *Resident Evil* game that was supposed to appear on N64. And because it takes place before all the other *Resident Evil* games it provides vital information on the rise of the Umbrella Corporation, detailing its early experiments with Bio-Organic Weapons.

## THE INTRO MOVIE

The intro movie for *Resident Evil Zero* is amongst the best we've ever seen in a Nintendo game, and it's also one of the goriest, which is why we've had to be a little selective in what we show you. So sit back as we take you through the events that kick-start the game...

01

It's 23 July 1998 and the passengers on the Ecliptic Express are sitting back and enjoying the first-class service as the train speeds towards an Umbrella Corporation facility

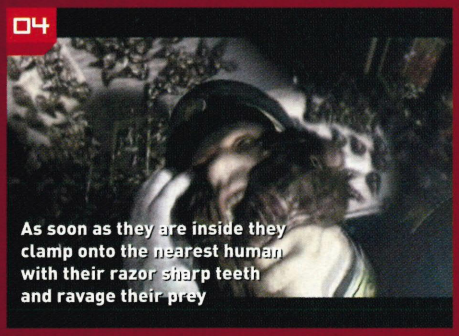
02

The scene cuts to a mysterious figure standing on top of a nearby hill as the train speeds through the dense forests near Raccoon City

03

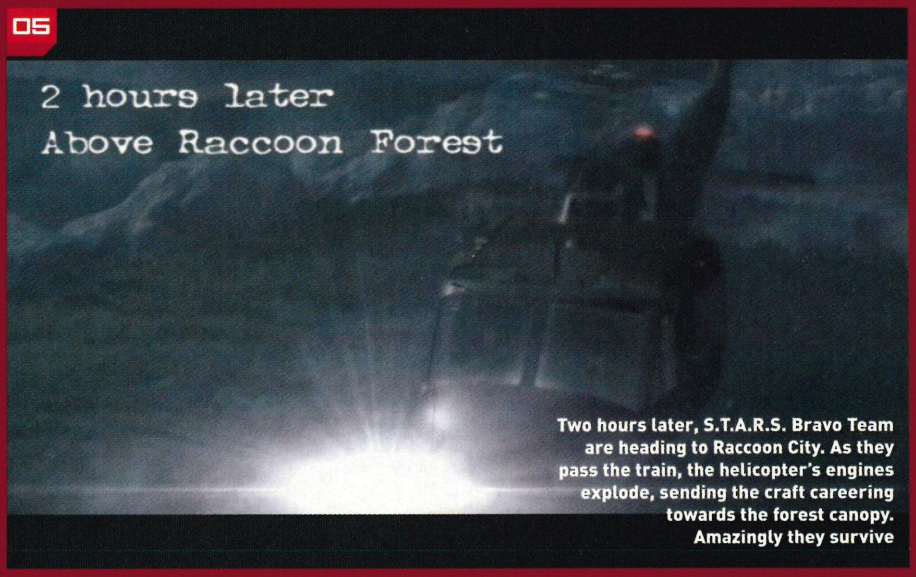
The passengers are startled by a sudden flurry of transparent globules pounding the windows and sending creatures crashing into the train

04



As soon as they are inside they clamp onto the nearest human with their razor sharp teeth and ravage their prey

05




Two hours later, S.T.A.R.S. Bravo Team are heading to Raccoon City. As they pass the train, the helicopter's engines explode, sending the craft careering towards the forest canopy. Amazingly they survive

06

The helicopter lands near a crashed police van. Its passengers lie dead on the floor, minus the killer they were transporting to death row

07

Rebecca Chambers continues her torchlight search of the forest, and eventually stumbles across a train sat silently on its tracks

08

The inside of the train is a compete mess and as she looks around, these two characters appear. And they don't want to check her ticket...

**Q.** Is that it?
**A.** It's also a departure from the usual style of *Resident Evil* gameplay, because in this game you control two characters, Rebecca Chambers and Billy Cohen, and you can switch between them at any point in the game.

**Q. Sounds interesting, tell me more?**
**A.** The game's set up so that both Billy and Rebecca are needed to tackle the adventure's puzzles and monsters. You can switch between them by pressing X and when you do you're treated to a scene where the location of one psychedelically warps to where the other is. But there's a catch: you need to make sure the character you're leaving is safe from harm, otherwise they might be eaten by a zombie, in which case it's Game Over. Anyway, this new feature is a typically inspired idea from Capcom's boffs.

# THE BIG SCOOP

**The First Four Hours** We played the game on a bright October afternoon, in a busy office. Hardly the conditions for a game designed to scare and shock you might think. But despite the sterile environment, we were shocked. Here's what happened...

## THE FIRST HOUR

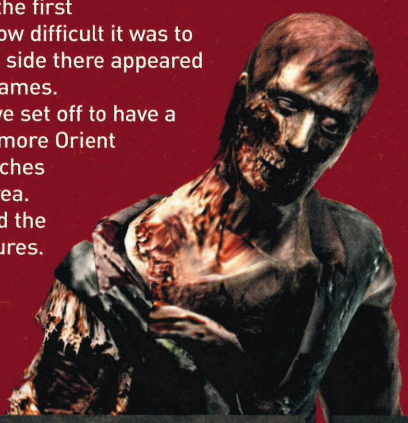
The opening movie prompted the entire *NOM* team to drop what they were doing and watch the horror unfold. The general consensus was that this movie was scarier, clearer and creepier than the one for the recent *Resident Evil* remake.

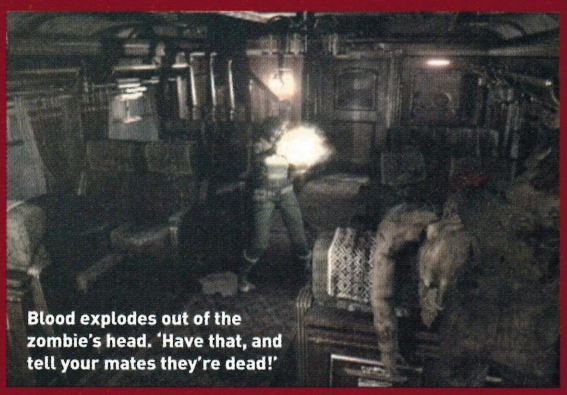
As soon as the movie ended we were handed the controller, and straight away we were in the first of many fight-or-flee situations with three mutated passengers looking to feed on our blood. We decided to fight, and immediately felt at home with the control system, which is identical to the first game. One thing we did notice was how difficult it was to perform a head-shot, but on the plus side there appeared to be more bullets than in previous games.

After taking care of the zombies, we set off to have a look around the rest of the train. It's more Orient Express that Connex, with luxury touches everywhere, and oddly an upstairs area. There are exotic plants placed around the train and expensive looking light fixtures. Most of the walls are covered with ornate wood panelling and the floors are covered with richly detailed carpets. So far so good, but why are those eggs on the floor?

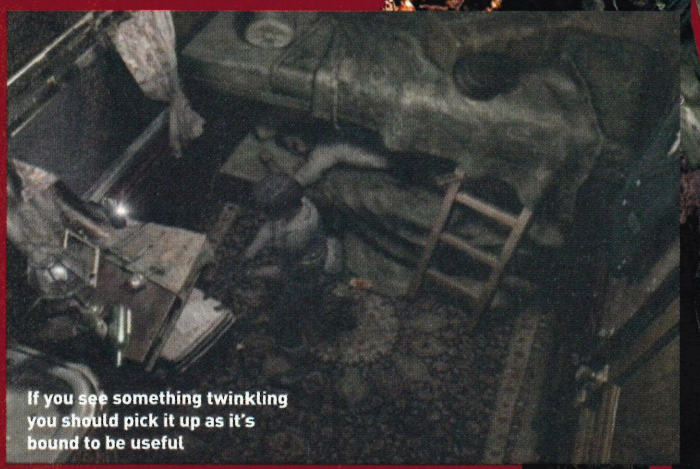
The lighting is as spectacular as you'd expect

These creatures came through the window

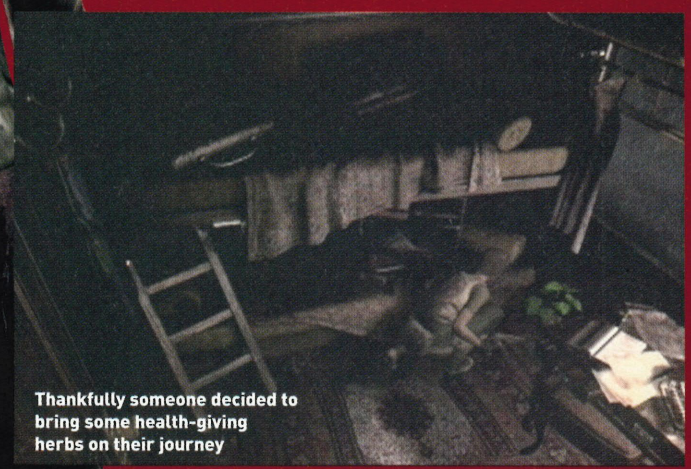




Blood explodes out of the zombie's head. 'Have that, and tell your mates they're dead!'



If you see something twinkling you should pick it up as it's bound to be useful

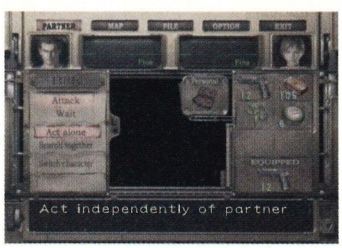


Thankfully someone decided to bring some health-giving herbs on their journey

## WHAT YOU NEED TO KNOW

**Q. I like the sound of this, any more info?**
**A.** We thought you'd never ask! You know how annoying it can be in *Resi* games when you have to find a chest to stash items so you can pick up new ones? Well, say goodbye to that, because now an item can be dropped on the floor and either character can pick it up later, and Rebecca and Billy can even swap things if they're standing close together.

**Q. No storage chests! Where does the innovation end?**
**A.** It doesn't! Because if you're playing as Rebecca, you can issue commands to Billy, and vice-versa. You can tell them to join you as you search rooms, provide cover as you attack a group of monsters, act alone or wait for further orders. If both characters work together you can move the secondary character with the C-Stick.



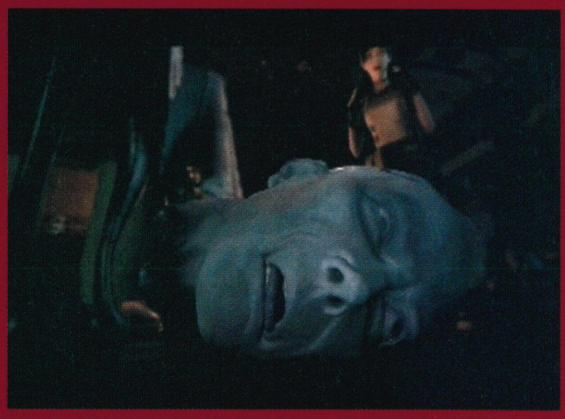
## THE SECOND HOUR

After a while, Rebecca bumps into Billy. Our heroine is justifiably wary as all she knows of Billy is that he's a convicted killer and she's on a train where the passengers want to eat her.

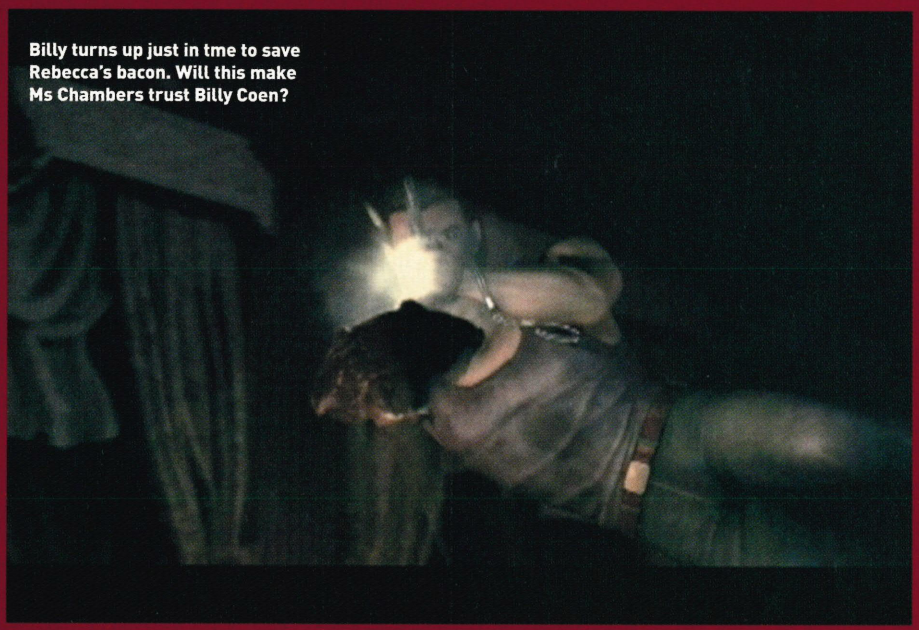
As they face off, a classic *Resident Evil* encounter unfolds, involving smashing glass and hounds of hell. It's an old trick, but it still does the business, sending us into a moment of sheer panic, before we settle down to the business of killing the mutts.

It's after this that Rebecca encounters an old man sat on his own in the first-class carriage. When Rebecca places a hand on his arm, his head falls off and he then crumbles into hundreds of leeches. The leeches then miraculously form into a zombie, which Rebecca fells, only for the body to dissolve again, causing the blood suckers to engulf her. When all looks lost, Billy enters the carriage and takes care of business.

Things then take a turn for the worst when the train starts moving. They agree to work together and decide they need to reach the driver's cabin and so take to the train's roof. This part looks absolutely amazing with rain lashing down and the scenery reduced to a blur. Again they encounter the leeches, which cause Rebecca to fall into a hole in the roof.

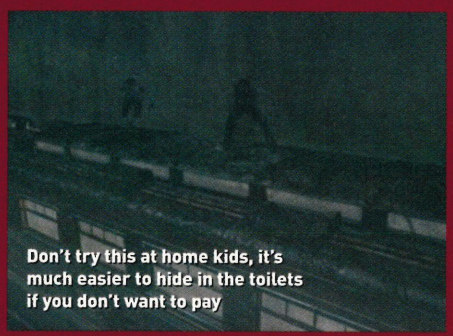


Playing this game it's important not to loose your head and to keep calm. Fat chance!



Billy turns up just in tme to save Rebecca's bacon. Will this make Ms Chambers trust Billy Coen?

The squeamish will not like this part



Don't try this at home kids, it's much easier to hide in the toilets if you don't want to pay

Every carriage has a surprise in store for you

**Q. Who's the character in the white?**

**A.** We don't know his name yet, but doesn't he look like David Bowie? Anyway, as the game starts this mysterious man is stood on a craggy hill top. The scene then cuts to the train, which is full of passengers oblivious to their imminent danger. One is seen staring out of the window when WHAM!, the train is bombarded by these leech-type creatures. Once inside they shed their sticky cocoon to bare their razor sharp teeth. They go onto munch everything in sight, turning the passengers into zombies.

**Q. I've heard that the game only takes place on a train.**

**A.** Wrong! The train section is over within one to four hours, depending on your skills, and before long you're navigating a stinking sewer, making your way to a remote, creepy mansion.

# THE BIG SCOOP

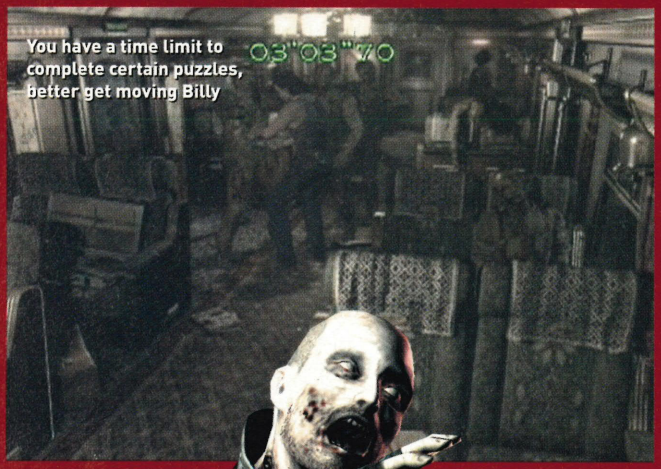
## THE THIRD HOUR

Rebecca and Billy are now separated, and only by working together can they be reunited. This is the starting point for the game's first puzzle because the room Rebecca's in is locked and the only access to it is via a dumb waiter. Somehow Billy has to ferry an item to Rebecca that will free her from the room.

Billy goes back inside the train and engages in the first battle with a non-zombie creature. The monster is a scorpion almost twice the length of a human and armed with two snapping claws. It's a tough battle as its body is covered with a hard exo-skeleton, but with a little experimentation Billy finds a weak point and kills it.

Eventually Billy finds the right object to free Rebecca and they can carry on with the pressing matter of stopping the train. To do this they have to take a code from the front of the train to the rear to activate a manual brake. This isn't easy as the carriages are still overrun with zombie scum. We're not going to say how successful their mission is, except to say the train comes to a halt... eventually.

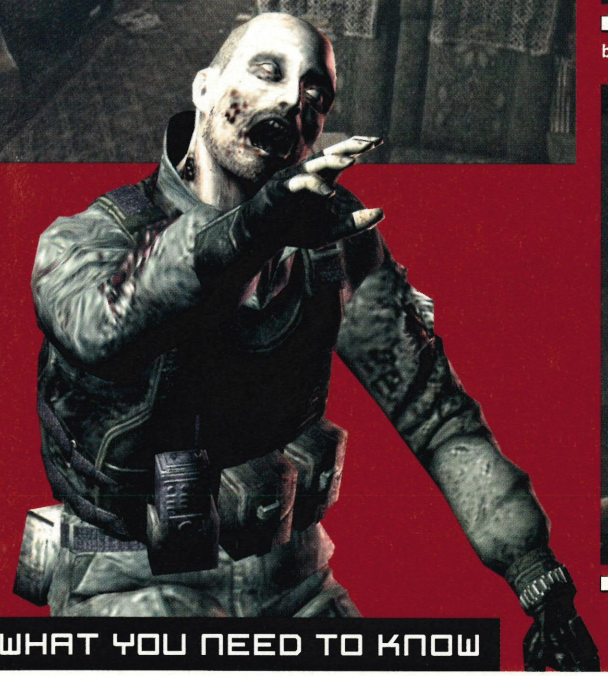
You will have to have your best lateral-thinking hat on to finish this game



Why it's a giant scorpion that's just burst though the roof

Can the train be stopped before it crashes? Let's hope so!

Rebecca and Billy eventually get to the driver's cabin to find it empty. Great!



## WHAT YOU NEED TO KNOW

**Q. Is the train section fun?**
**A.** We've got to say the train section is top-class, with some amazing monster encounters and a couple of typically inspired *Resi* puzzles. For more on this, see our hour-by-hour breakdown of what happens.

**Q. What are the puzzles like?**
**A.** They're very much in the style of previous *Resident Evil* games. We don't want to give too much away at this stage, otherwise you might find them too easy when you play the game next year. One we'll tell you about involves freeing Rebecca from a locked room by using Billy to find an object. Another is a race against time to avert a deadly situation and entails a reasonably taxing maths problem. We've also seen a statue puzzle, where the aim is to find objects that will trigger an event.

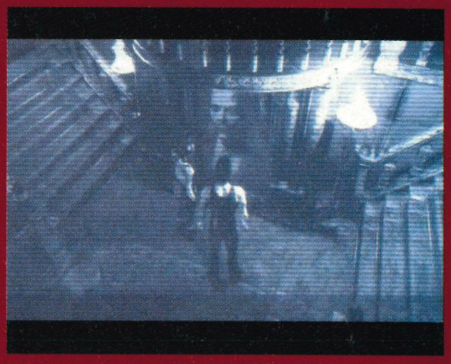
## THE FOURTH HOUR

Now for the first time Rebecca and Billy can leave the confines of the train and investigate their surroundings, which are a cross between a bomb-site and a large garage. After sniffing around we found a door that led to a sewer network. With images of killer sharks fresh in our minds we set out to find where it led. Eventually we found ourselves in the lobby of a very grand house, not unlike the one from *Resident Evil*. It's beautifully lit and even more detailed than the train with gilt-edged portraits and fancy ornaments everywhere.

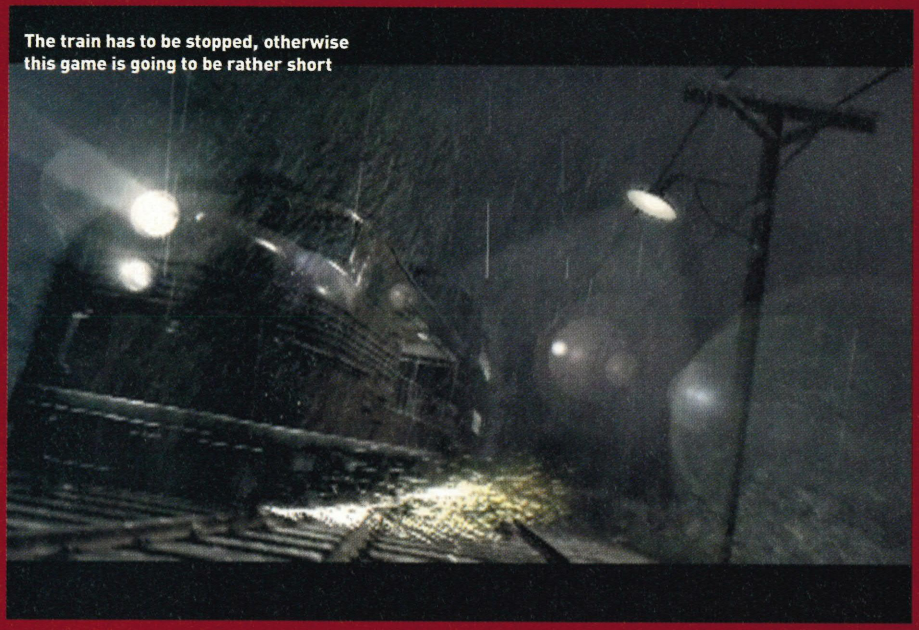
A cut-scene shows Rebecca and Billy under close surveillance from a couple of characters we are not allowed to name. After the short movie it's time to see what lays behind the house's many doors. The first we entered was also our last as what lay inside was much, much tougher than we had anticipated.

It was a zombie, as fast as a Crimson Head, but with an arm that must be at least four foot long. After unsuccessfully fighting it, we ran into a large toilet and caught our breath. It was here that we first discovered players can make Molotov cocktails, but just as we were feeling proud of ourselves, the enemy from the corridor burst in and kicked our ass. Game over.

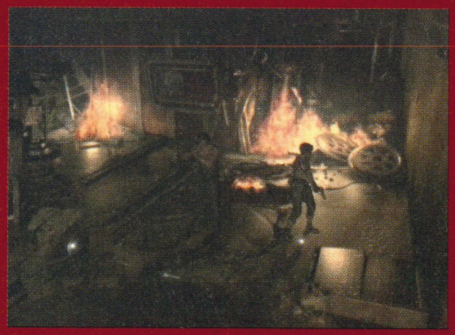
Billy has an aversion to using front doors



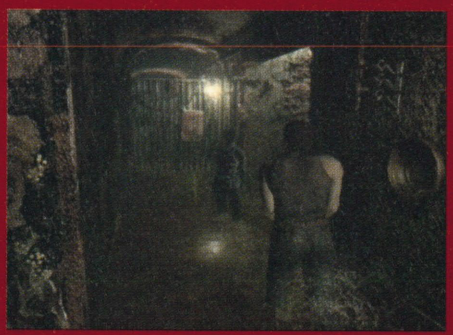
Are they alone in the mansion? We think not!



The train has to be stopped, otherwise this game is going to be rather short



The train makes quite a mess once it's stopped



The water effects are as good as we've ever seen

### "NOM OPINION"

We loved the first GameCube *Resident Evil* game, so we're ever so slightly psyched about *Resident Evil Zero*. And after playing the game it doesn't look like it will disappoint when it's released here next year. It's a sparkling evolution that seems gorier and darker than the recent remake, and the introduction of the character zapping system and the pick-up-and-drop item system means this should feel fresh.

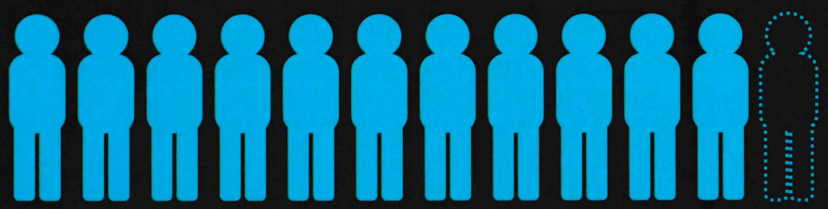
**Q. So what's the mansion like?**

**A.** It's not unlike the mansion from the recent *Resident Evil* remake — in style at least. But every room is different, and full of never-before-seen creatures and puzzles. One mutant we encountered had a four-foot long arm with a hand at the end that had six-inch nails, which ripped through human flesh as if it was paper. Then there's the Hunter creature featured on our cover. This scaly monster has reptilian DNA and a set of claws that desperately need cutting.

# CONTROL THE BALL AND YOU CONTROL THE GAME

FIFA FOOTBALL 2003 has an all-new AI engine.
It fundamentally changes the way you play the game.
The ball behaves like a ball. Better get back in training.

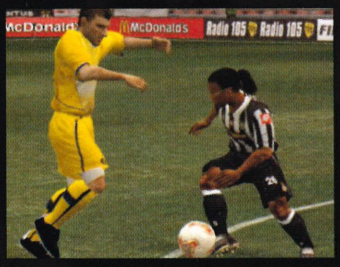
Get on the pitch. Get in control. Be the 12th.



fifa2003.ea.com

# THE 2003 FREEKICK MODEL

Dead ball doesn't mean dead game. The new set-piece dynamic gives you complete control. You can shoot and dip your effort under the bar, drive it at pace through your own players in the wall or hit it like Roberto C: ridiculous swerve laced with a touch of malice.

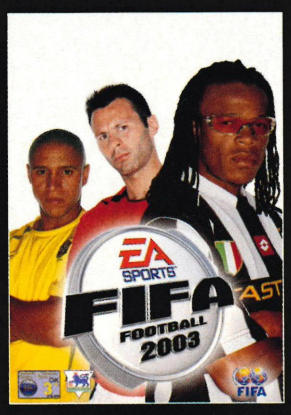


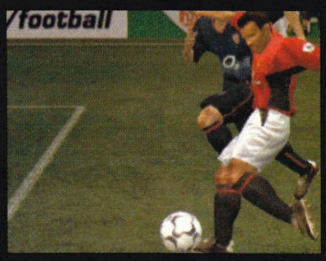

# THE 2003 FREESTYLE CONTROL MODEL

EA SPORTS™ Freestyle Control is a brand new ball control mode. Freestyle Control gives you individual moves for individual players. The kind of move to embarrass a defender. The kind of move to make him bring you down on the edge of the box. Over to you, Roberto.

# THE 2003 PASSING MODEL

New team play and team tactics. Breaking down the opposition needs more precision passing and movement. See Edgar Davids for details.




# THE 2003 BALL PHYSICS MODEL

Dodgy headers, wild slices, overhit passes – you can do them all if you're not skilful enough. New ball physics mean the ball won't do all the work for you. The ball will react like the ball that Davids wins, the ball that Giggs flicks and the ball that Roberto Carlos punctures walls with. This should sort out the men from the youth team.

# THE 2003 DRIBBLING MODEL

Inverse Kinematics taken to the next level. The ball doesn't stick to you, you have to stick to the ball. Ryan Giggs can do this. Can you do this?

NINTENDO GAMECUBE XBOX PlayStation 2 PC CD

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60 Fox McCloud and the gang finally return in Rare's first and last title for GameCube.

## REVIEWED 12/2002

NINTENDO GAMECUBE


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**p64** *Mario Party 4*
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**p98** *Tony Hawk's Pro Skater 4*


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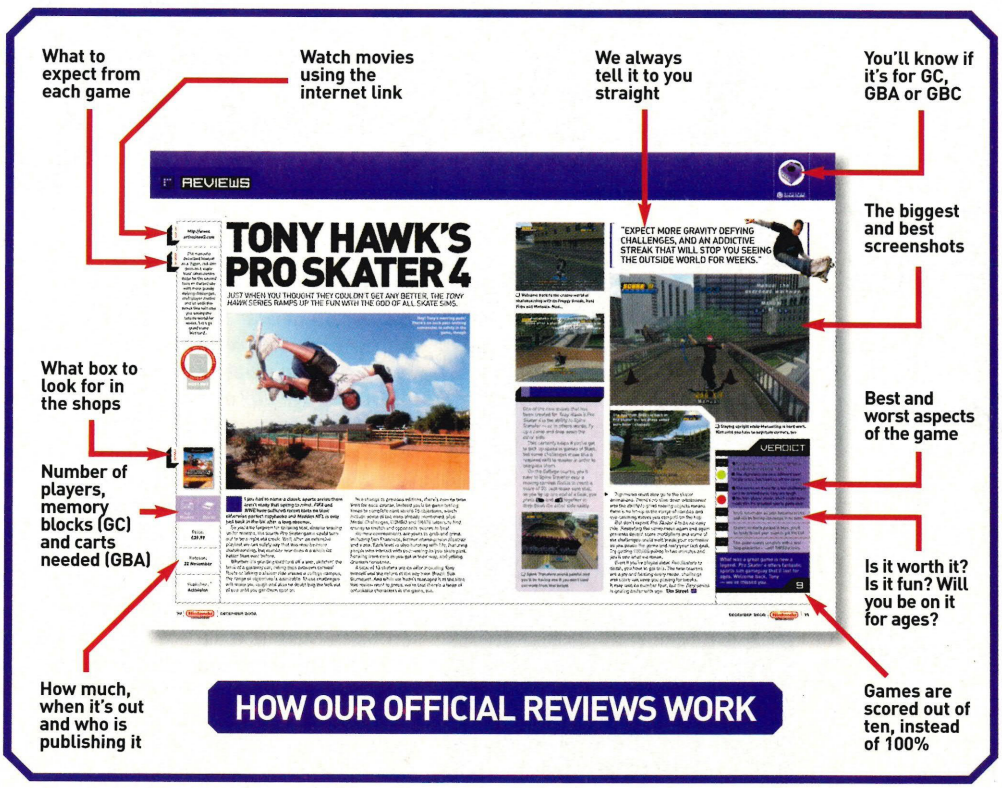
# Nintendo® REVIEWS

WE PROMISE THAT EVERY GAME HAS BEEN THOROUGHLY TESTED BY THE EXPERTS AT *NINTENDO OFFICIAL MAGAZINE*, AND WE ONLY REVIEW FINISHED UK VERSIONS

## HOW WE SCORE

Games are now scored out of ten. Titles that score nine or ten out of ten will receive our new TNT (Top Nintendo Title) award.

| | |
|---|---|
| 10 | **TNT: GOLD** Gaming perfection |
| 9 | **TNT: MUST BUY** Almost perfect |
| 8 | **HIGHLY RECOMMENDED** |
| 7 | **GOOD** |
| 6 | **AVERAGE** |
| 5 | **COULD BE FLAWED** |
| 4 | **POOR** |
| 3 | **DIRE** |
| 2 | **DISASTROUS** |
| 1 | **A DISGRACE** |




HOW OUR OFFICIAL REVIEWS WORK

LOG ON

http://www.nintendo-europe.com

IN BRIEF

The courageous Fox McCloud returns to action in Rare's one and only GameCube title. Take control of the fox and his friends and battle to save Dinosaur Planet from the tyrannical General Scales. This stunning adventure will have you drooling over your GameCube with excitement and expectation.

NINTENDO OFFICIAL MAGAZINE TOP NINTENDO TITLE MUST BUY

# STAR FOX ADVENTURES

RARE'S ONE AND ONLY GAMECUBE TITLE IS HERE AT LAST, AND IT'S A REAL GEM.

DETAILS

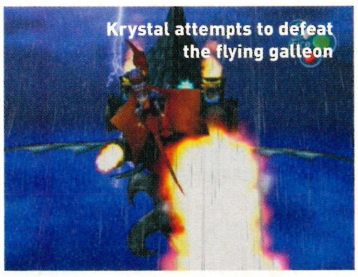
1 Player

3 Blocks

Price: **£44.99**

Release: **29 November**

Publisher: **Nintendo**



Krystal attempts to defeat the flying galleon

Watch the birdie. Follow the Krazoa spirit and find where he's hiding

**They may have been snapped up by greedy Microsoft, but thankfully Rare have left us the excellent *Star Fox Adventures* as a memento. And while it doesn't feature the innovation and originality of *GoldenEye 007* or *Banjo Kazooie*, *Star Fox Adventures* proves that Rare still make cracking games.**

From the moment your quest begins it's clear an immense amount of care and attention has been lavished on the game. *Star Fox Adventures* is, without doubt, the most breathtakingly beautiful game on GameCube to date.

The stunning scenery and detailed textures are brought to life by some astounding lighting effects: The water looks wet, the rocks look solid and the grass looks good enough to have a kick about on.

But this game is so much more than good looks — the storyline is strong enough to melt the hardest heart. Fox McCloud and his team are patrolling the Lylat System when they receive a call from General Pepper. A distress signal has been intercepted from Dinosaur Planet; the Queen Earthwalker is in danger.

Fox finds the Queen but then discovers that her son, Prince Tricky, has been kidnapped, so off to the rescue he goes. On returning, Fox finds that the Queen is ill and only when he heals her does he learn the full horror of recent events.

General Scales and his SharpClaw army have invaded Dinosaur Planet and stolen the four SpellStones that keep the planet in perfect

❑ Fox can take control of these SharpClaw cannons. Defeat the enemies to open a door

❑ 'That's for calling my mum a dog!' Mix up your mammals and Fox will get medieval on your ass

❑ Krystal's staff is the first thing you'll need to find when you touch down and start exploring

## A TIP TO GET YOU STARTED

As you meander around Dinosaur Planet you will collect many items but, at first, the most important are Bomb Spores. Bury them in a suitable patch and they'll become explosive plants. Blow them up and you'll uncover more goodies. Try to keep three or more in your inventory early on.

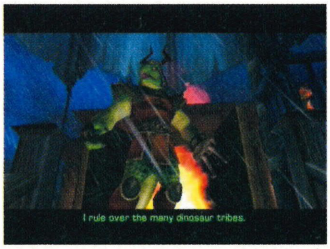
▶ equilibrium — without them Dinosaur Planet is falling apart.

Scales has also set free six life-giving Krazoa Spirits, draining the energy from the planet. Fox has to find all six of these Spirits and finally defeat the evil General in order to save the day.

You'll feel instantly at home with the controls. The 3D Stick moves Fox about and the C-Stick accesses the inventory. The A button is used to perform an action, X makes Fox perform an evasive forward roll, specific actions can be assigned to the Y button and L centres the camera. Jumping is done automatically and for the most part works very well. The controls are precise and make exploring easy.

Fox also discovers a magical staff when he first lands on Dinosaur Planet and this is used to perform all manner of tasks, from attacking enemies to lifting rocks while looking for secrets. And Fox is helped along by Prince Tricky, a miniature Earthwalker, who's always on hand to hunt out objects and find new routes. Tricky is definitely a pleasant surprise — we were expecting a Jar Jar Binks level of irritation — but he usually keeps out of the way until needed and, as long as you keep him well fed on Grubtub Fungus, he'll do anything you ask.

*Star Fox Adventures* is packed with puzzles, most of which are entertaining and fun. Completing the challenges will reward you with a new and more beautiful environment to explore, from the vast watery expanses of Cape Claw to the blossom-filled CloudRunner Fortress. Everything looks so vivid and alive and this drives you on to find the next quirky brainteaser.




❑ The evil General Scales is causing all sorts of trouble on Dinosaur Planet

❑ Fox has to use one of these bikes to defeat the SharpClaw warriors

## UP, UP AND AWAY

This wouldn't be a *Star Fox* game without the awesome Arwing making an appearance. And *Star Fox Adventures* doesn't disappoint as Fox's trusty space cruiser is used to travel between worlds. Players must fly through a set number of gold rings to gain access to these new areas.

While these sections are a little bit easy, they give you some idea of just how amazing Namco's *Star Fox Armada* is going to be. Get saving!

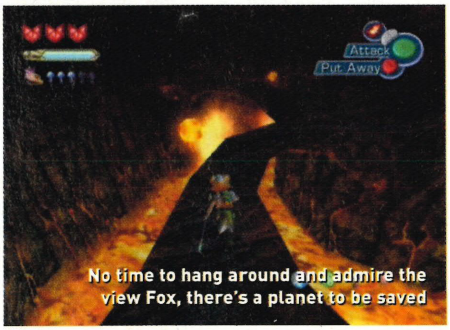
❑ While the Arwing sections are far from challenging, they do get the pulse racing and they look superb. Roll on *Star Fox Armada*

> "EVERYTHING LOOKS SO VIVID AND ALIVE AND THIS DRIVES YOU ON TO FIND THE NEXT QUIRKY BRAINTEASER."

There's something missing from this wall of cogs, can you guess what it is?

Save your hard-earned Scarabs or the BribeClaws won't let you pass

Rocket Booster Pads enable you to get to those hard-to-reach places



No time to hang around and admire the view Fox, there's a planet to be saved

There are two main faults in the game, the first of which is the combat system. While hitting an enemy requires a good sense of timing, once you've scored your first blow it's simply a case of bashing the A button until your opponent is dead.

The other problem is the difficulty level. This is not an overly easy game and even if you know exactly what to do and where to go you'll need at least a weekend to complete it, but if you do ever get stuck you can call up Slippy Toad who'll give you some helpful hints. Some of these are subtle and require consideration, but a few are blatant 'go there, do this' directions that will spoil sections of the game.

Neither of these flaws really ruin the adventure though. This is an enchanting game full of wonderment. The worlds are fantastic creations that look real enough to touch and the story is driven along by quirky voice acting and great music. *Star Fox Adventures* is simply great fun and a truly worthy purchase. **Dominic Wint** NOM

❑ Despite the Warpstone's annoying Scottish accent, he's very handy for warping you to Krazoa Palace

## VERDICT

| | |
|---|---|
| GOOD | ■ The best darn graphics you will have seen on GameCube so far.<br>■ Like a good book you won't be able to put it down until Dinosaur Planet is saved. |
| BAD | ■ The combat system is disappointing and often gets in the way of the fun.<br>■ Hardcore gamers will find it a bit on the easy side, especially with Slippy's hints. |
| FUN | Easy to pick up, impossible to put down, the adventure is delightful and rewarding. |
| VALUE | A tough, exciting, if derivative adventure that leads the way on GameCube. |
| LIFE | A solid 20 hours of gameplay the first time through and then you'll play it again! |

Prepare to be dazzled and amazed, *Star Fox Adventures* is challenging, fun and gorgeous in equal measure. Buy it, play it, love it, then play it some more.

**9**

**9/10**
Nintendo OFFICIAL MAGAZINE
"This game really does have it all"

**10/10**
PlayStation 2 OFFICIAL MAGAZINE-UK
"this is an essential purchase for anyone in possession of a PlayStation 2"

**9.3/10**
XBOX
"...ah, just buy it."

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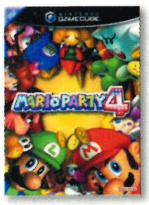
LOG ON

http://www.marioparty.com

IN BRIEF

The first *Mario Party* game to appear on GameCube features all the most popular ingredients of the first three instalments, along with some fancy new elements to make the one-player mode more appealing.

DETAILS



1-4 Players

2 Blocks

Price: **£39.99**

Release: **29 November**

Publisher: **Nintendo**

# MARIO PARTY 4

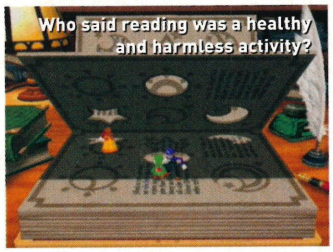
AAH, CHRISTMAS. THE PERFECT OCCASION FOR SITTING AROUND THE FIRE AND HAVING A FEW LAUGHS WITH A PLUMBER, HIS BROTHER, THEIR EVIL-TWIN NEMESES, A PET DINOSAUR, TWO PRINCESSES AND AN APE.

Bowser often shows up, making you to play his demonic mini-games

**Ladies and gentlemen, peace has broken out at last. *Mario Party 4* brings us not only laughter, large apes wearing neckties and rotund ghosts in pointy wizards' hats, it also brings us glad tidings of great joy.**

Mario and Luigi are talking to each other again! Yes, those deeply disturbed by the way in which Mario (some might say) selfishly left his younger brother at home whilst he went on his holidays, can now rest easy. The boys are back together in the intro sequence to *Mario Party 4*, hanging out on Princess Peach's lawn, waiting for her to be kidnapped and having a right good laugh with some of their other muckers like Donkey Kong and Yoshi. All of a sudden, however, an ominous Party Cube looms into view. Peach runs for the hills, but she needn't worry. The Party Cube does exactly what it says on the tin. It's a party, in a cube, Mario style.

"EACH BOARD IS A NINTENDO DREAMLAND FILLED WITH FAMILIAR ICONS"



❑ Land on certain squares to visit Item Shops and buy gadgets

❑ Visit the Present Room to gaze lovingly at the prizes you've won in Story mode

▶ For those unfamiliar with the *Mario Party* dynamic, the words 'board game' will be somewhat terrifying. This is the GameCube, after all, a technological dream-box that can create unparalleled 3D wonderlands. Why sully it with a boring, musty old electronic board game? Well, have no fear, *Mario Party* games are different. Typically they feature a collection of your favourite Nintendo characters moving around a giant 3D game board, cavorting along the squares according to what

## 24-HOUR PARTY PEOPLE

This is the most spectacular of all the *Mario Party* releases, fully exploiting the power of the GameCube to make each individual board really come to life. Each of the five party hosts, be they squeaky Toad, mischievous Boo, tremulous Shy Guy, jolly Koopa or money-grabbing Goomba, infuse their turf with lashings of their own unique personalities, making *Mario Party 4* a joy from start to finish.

❑ Goomba's Greedy Gala takes place in a glamorous casino. Don't lose your shirt!

❑ Shy Guy is too nervous to go on an adventure himself, so he's created a make-believe jungle lair

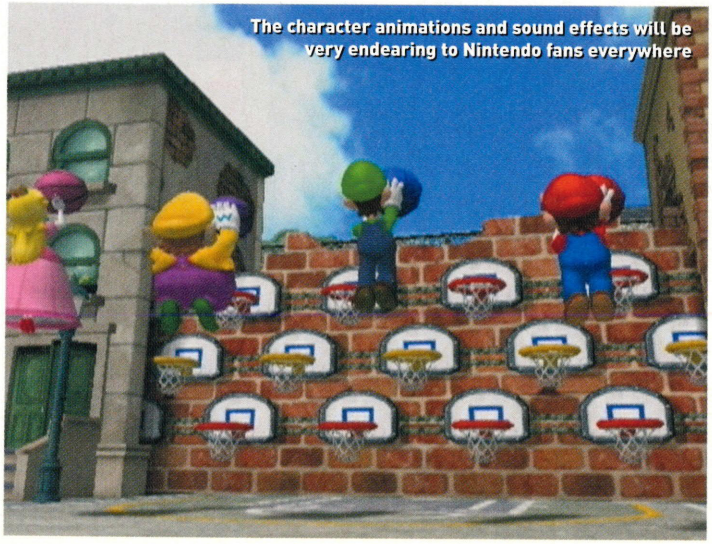
❑ Toad is as hyper as ever, and his Midway Madness Amusement Park reflects his adrenaline-fuelled philosophy

❑ Boo's Haunted Bash has its very own ghost train, as well as a haunted mansion. Don't tell Luigi!

❑ Koopa's Seaside Soiree is the sort of laid-back resort that Mario loves, full of sand, sun and clear blue water

### A QUICK TIP TO GET YOU STARTED

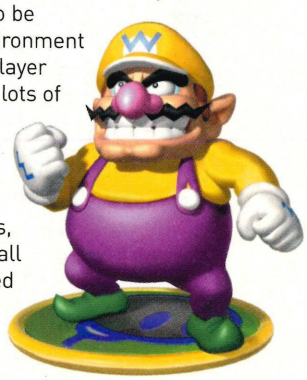
When you reveal a brand new mini-game during a Board match, it's a good idea to make use of the practice facility. Jump straight in without learning the controls and you'll risk losing a lot of coins, and you wouldn't want that, would you?



The character animations and sound effects will be very endearing to Nintendo fans everywhere

numbers they've just thrown on the cyber dice and taking part in frequent mini-games. You can either do battle with three computer opponents or get up to three of your mates involved in all the multiplayer mayhem.

As with previous versions, *Mario Party 4* is still primarily a game to be enjoyed in a festive environment with friends. The one-player Story mode is certainly lots of fun on a short-term basis, especially if you love seeing your Nintendo favourites in crazy off-duty situations, but once you've played all five boards and unlocked all 50 mini-games, solo play starts to lose its lustre.



❑ The controller's rumble feature is used to dramatic effect on mini-games such as Avalanche and Rumble Fishing

❑ Each game board has its own style of scratch-card lottery game where you can win more coins

▶ But, great parties aren't meant to go on forever. The best bashes flash by in a blur, packed with magical moments and gales of laughter, and that's exactly the case with *Mario Party 4*. Each board is a Nintendo dreamland filled with familiar icons and in-jokes as well as all sorts of 3D obstacles that have to be negotiated to reach the ultimate goal — winning the most Stars and being crowned Party Hero.

The mini-games are better than ever before, displaying the sort of jaw-dropping, fully rendered graphics most recently seen in *Super Mario Sunshine*. Only Bowser himself could fail to laugh at the likes of Mushroom Medic where you have to find out who ate a bad mushroom, Mr Blizzard's Brigade where you dodge a flurry of snowballs, or Hop or Pop where you have to burst inflated weeble-like Nintendo characters. Whilst all very light-hearted, it's amazing how competitive you can get when you're on your final turn and get pipped to that all-important last Star by stupidly grinning Wario — most definitely incendiary fuel for Christmas arguments.

❑ Finish a game and you'll battle the board boss

Most of the mini-games are short, sweet and silly, and there's certainly nothing much on offer in terms of long-term depth. There are, however, enough added extras, like Twomp and Womp's challenges, to make *Mario Party 4* the sort of Christmas purchase that might actually last a few weeks beyond Boxing Day. **Maura Sutton** NOM

❑ Tracing a line on the ground as accurately as possible is a surprisingly tough challenge

## VERDICT

| | |
|---|---|
| GOOD | ■ Boring old board game scenarios become something exciting. Respect!<br>■ The graphics amaze and the characters and settings leap out of the screen. |
| BAD | ■ Much of the gameplay is still based on random dice-throwing, which is annoying.<br>■ The gameplay won't appeal to all — this isn't your regular Mario adventure. |
| FUN | More fun than the Funsville Funfair on the first day of Funtober. No, really! |
| VALUE | *Mario Party 4* works best with a few mates thrown in, so get them round. |
| LIFE | The multiplayer modes will keep you going until *Mario Party 5*. |

A joyful, cheeky and colourful version of a much-loved classic gaming series, which succeeds in capturing all the magic of the previous instalments.

9

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LOG ON

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IN BRIEF

World War II is explosively brought to life as Lieutenant Patterson takes on vital missions around the time of D-Day. Sign up and you're guaranteed 15 levels of intense combat and clever stealth as you search for a Nazi super weapon. This may be a port of a PS2 big-hitter, but the GameCube version boasts an all-new multiplayer section and a cleaner overall look.

DETAILS

1-4 Players

4 Blocks

Price: **£44.99**

Release: **29 November**

Publisher: **Electronic Arts**

No matter how many times you try to flag one down, they just keep going. Schweinhund!

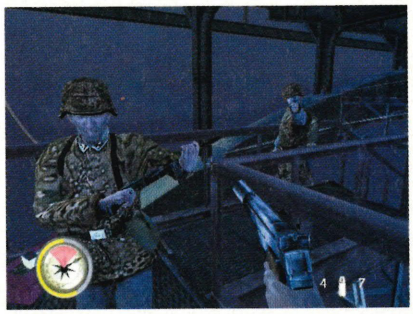
# MEDAL OF HONOR FRONTLINE

## RELIVE THE DO-OR-DIE MISSIONS OF WORLD WAR II IN NORTHERN EUROPE AND SEE WHAT IT TAKES TO BE A REAL COMBAT HERO.

**In a nut-shell, *Medal of Honor Frontline* is a compilation of classic World War II films, drawing its influences from movies such as *A Bridge Too Far*, *Saving Private Ryan* and *U-571*.**

Like those films, *Medal of Honor Frontline* takes real-life situations from World War II and uses a dollop of artistic licence to produce an experience that really does make you feel as though you're right there, up to your neck in muck and bullets.

In the game you play as Lieutenant Patterson, an American soldier. As the game begins we join Patterson and his fellow soldiers onboard a landing craft during D-Day as they approach a beach on the coast of Normandy. It's like taking part in the opening scene from *Saving Private Ryan*, perfectly capturing the sense of utter confusion as you scurry around the beach, laying down covering fire for your comrades before storming the heavily defended German machine gun nests, and all the while seeing your buddies being slaughtered by enemy fire. It's a tough start, especially if you choose the Expert setting, which is the hardest of three on offer.



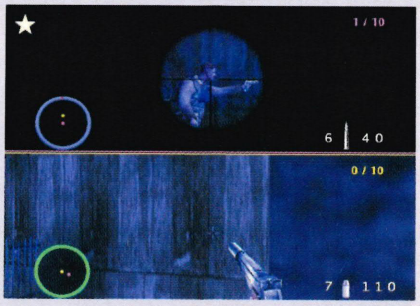
❑ There are plenty of Nazis queuing up for a hot-lead supper

❑ Don't bother stopping off for some 'pain au chocolat', the French buggered off ages ago

## HA, HA, YOU'RE DEAD

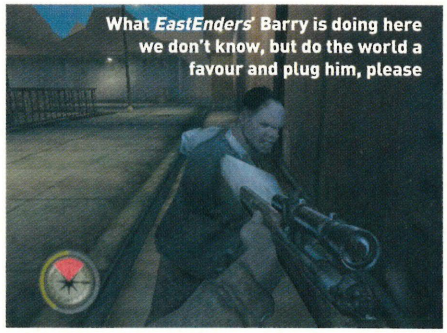
If, like us, you enjoyed or are enjoying a childhood dominated by war games, where endless debates arise as to who shot who first, and who can do the best death-throe having been hit by a sniper, then *Medal of Honor* is well worth a look.

Unlike the PS2 game, the GameCube version boasts a multiplayer set up that, while not in the class of *TimeSplitters 2*, manages to keep the good times rolling. There are the usual deathmatches and team games, but what we like is getting tooled-up with bona fide World War II weapons like a Luger pistol or Thompson machine gun and going for it like we're still in short trousers.



❑ Looks like player one's going to need some serious dental work pretty soon

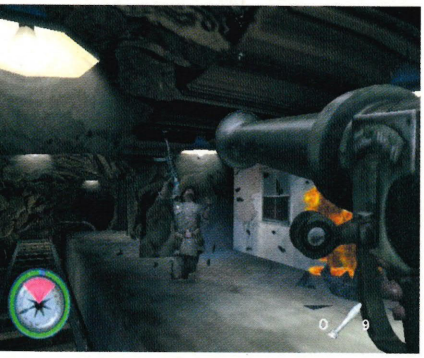
❑ The war-torn towns of northern Europe are chillingly brought to life



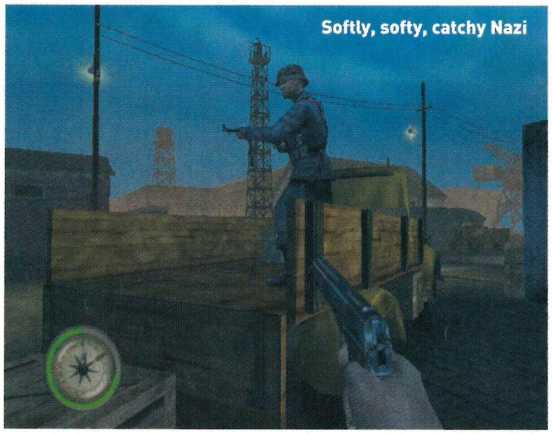
What *EastEnders*' Barry is doing here we don't know, but do the world a favour and plug him, please

> "IT'S LIKE TAKING PART IN THE OPENING SCENE FROM *SAVING PRIVATE RYAN*..."

❑ You wouldn't shoot a welder in the back, surely?



❑ 'I never touched him!' Jan Koller's grandad displays the high-jumping skills that now grace the Champions League



Softly, softly, catchy Nazi

▶ The D-Day landing is the first of five missions, each of which is made up of three levels. And it's a rude introduction to a game that never shies away from showing you the harsh reality of war. And it looks very convincing while it's doing it too, with once-beautiful French and Dutch towns badly scarred by fierce firefights and endless bombing, and heavily defended enemy installations crawling with Nazis eager to send you home in a wooden coat.

It works even better through a decent sound system as it's obvious that a lot of time has been spent on the sound, resulting in a stirring score complemented by very meaty explosion effects, plus a well-produced script.

The game mixes up the action, with missions that see you fighting through a French town before stowing away onboard a Nazi U-boat and later blowing up a naval base. Some levels encourage stealthy tactics with a sniper rifle your best friend, or ask you to infiltrate an enemy position while in disguise. Others see you manning a heavy machine gun and letting rip at a steady procession of Nazi cannon-fodder. It's a great package and nearly as entertaining as a Christmas World War II movie.

We say almost because for all the great visual style and clever pacing, the game is let down by a control system that isn't as refined as the rest of the package. Aiming with the C-Stick is — no pun intended — a hit-and-miss affair. Fixing on an enemy and getting in a decent hit is nowhere near as instinctive as in *TimeSplitters 2* or *Agent Under Fire*. As sure as you'll hear a Nazi scream 'Schnell!', in this game you'll take hits while you coax the cross-hair to the place you need it. It doesn't ruin the game, but you have been warned. **Rich Marsh** NOM

### VERDICT

| | |
|---|---|
| GOOD | ■ It captures the insanity and everyday heroics of World War II in a realistic way. ■ The variety and pacing is excellent. You'll want to find out what happens next. |
| BAD | ■ The control system isn't as slick and fast as other shooters like *TimeSplitters 2*. ■ The vague objectives and lack of a map can leave you stuck for what to do next. |
| FUN | The game feels like a mix of all-time great World War II films. |
| VALUE | The single-player quest isn't massive, but things get better in multiplayer mode. |
| LIFE | Experienced players will rip through this in under 15 hours. |

An inspired blast of gaming and storytelling that captures the feel of countless World War II films. As such, it's highly recommended even for a PS2 port.

**8**

LOG ON

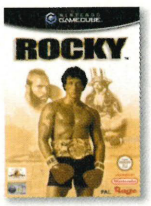
http://www.rockythegame.com

IN BRIEF

A boxing simulator based around the classic Sylvester Stallone movie series. Take control of the droopy-eyed bruiser and guide him through his legendary career, beating up Apollo Creed, Clubber Lang, Ivan Drago and Tommy Gunn along the way.

NINTENDO OFFICIAL MAGAZINE TOP NINTENDO TITLE MUST BUY

DETAILS




1-16 Players (Knockout Tournament)

2 Blocks

Price: **£39.99**

Release: **22 November**

Publisher: **Rage**

# ROCKY

## FIGHT YOUR WAY TO GLORY WITH THE VERBALLY CHALLENGED ITALIAN STALLION.

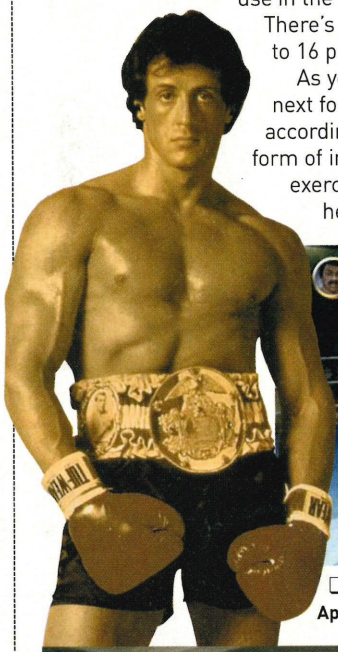
**Perfectly capturing the essence of the classic Stallone movies, *Rocky* incorporates the thrill of the fight with the drama of Rocky's rise from humble meat packer to superstar.**

The bulk of the game takes place in the Movie mode where you take Rocky on the road to glory, beating seven shades out of such memorable characters as Apollo Creed and Ivan Drago.

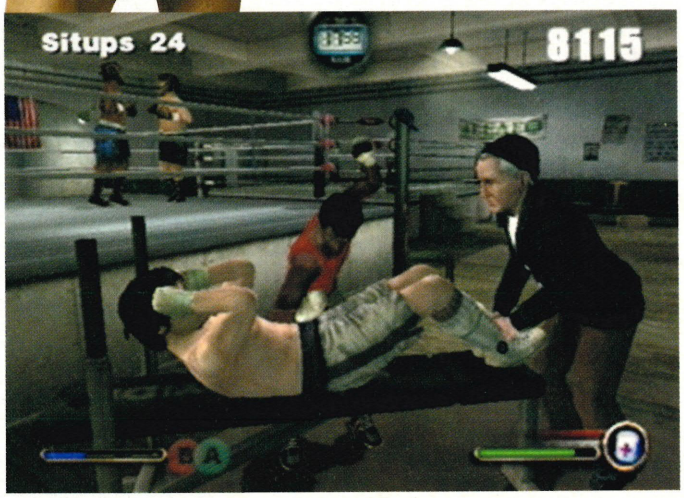
There are a massive number of moves to learn, from basic jabs and uppercuts through to more lethal combinations. Each fighter also has two Super Punches that can be unleashed with devastating effect. After defeating an opponent, they then become available to use in the pick-up-and-play Exhibition mode.

There's even a Knockout Tournament that up to 16 players can get in on.

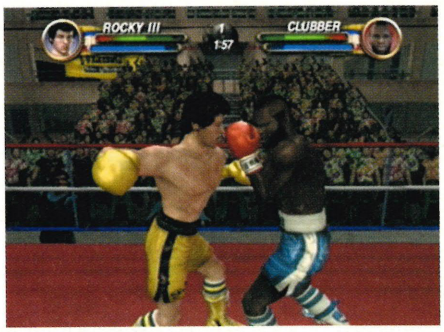
As you progress you can check out your next foe and adapt your training programme accordingly. Sessions in the gym take the form of intense button-bashing and timing exercises, including skipping, sit-ups and heavy bag work. **Dominic Wint** NOM



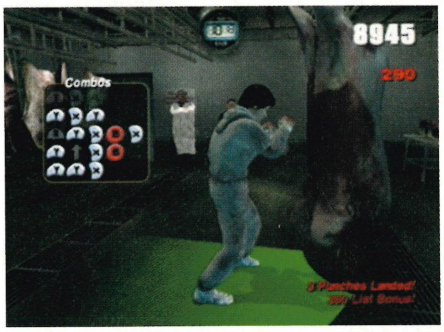
❑ Back from the grave to avenge his death, Apollo Creed gives Ivan Drago the old one-two



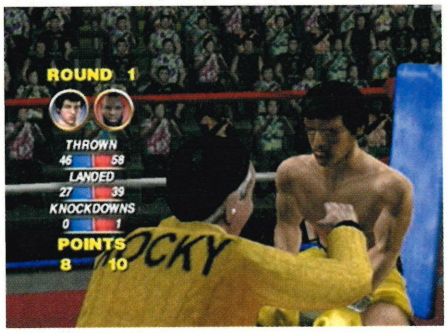

❑ Doing sit-ups whilst being whacked in the stomach by a burly man is good for building up determination and releasing trapped wind, apparently




❑ Clubber Lang's about to get a face full of Rocky's glove. Eat it, it's your food




❑ Fans of the films will recognise this. Help Rocky become a better mover by taking on this dead cow




❑ At the end of each round you'll get tips from your trainer and be able to admire your bruised and battered face

## VERDICT

GOOD

- With all the atmosphere of the films, this is the closest you'll come to being Rocky.
- The Training mode and a huge set of moves make this a comprehensive sim.

BAD

- The characters aren't as detailed as those from EA's *Knockout Kings*.
- The number of moves can confuse, leaving you button-bashing like a loon.

Underneath the slightly drab visuals lies a beast of a game that boasts plenty character and depth. There's plenty here for boxing fans and casual gamers alike.

**9**

GAME BOY ADVANCE™

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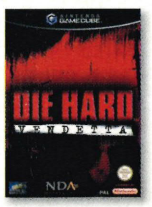
LOG ON

http://www.foxinteractive.com

IN BRIEF

Taking inspiration from the classic Bruce Willis action movies, *Die Hard Vendetta* is a First Person Shooter set five years after the *Die Hard With A Vengeance* movie. This time John McClane is on the trail of Piet Gruber, Hans Gruber's son, who's doing his best to steal some expensive pieces of art and acquire a large Russian missile.

DETAILS




1 Player

6 Blocks

Price:
**£39.99**

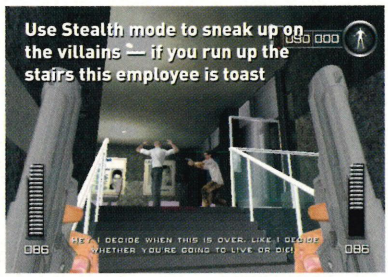
Release:
**29 November**

Publisher:
**Vivendi Universal Interactive**

There's some incredible detail in the graphics, especially when you whip out the Sniper Rifle

# DIE HARD VENDETTA

## DIG OUT THAT SWEATY VEST AND SLIP OFF YOUR SHOES AS CENTURY CITY'S UNLUCKIEST POLICE OFFICER TRIES TO SAVE THE WORLD AGAIN.




Use Stealth mode to sneak up on the villains — if you run up the stairs this employee is toast

**Wise-cracking police officer, John McClane, has made a living out of being in the wrong place at the wrong time and *Die Hard Vendetta* isn't about to change that winning formula. So after a gang of thieves kidnap McClane's daughter he goes on a rescue mission, but soon discovers that he's the real target.**

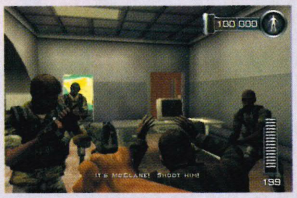
Cue 11 levels of investigation, puzzle solving and taking out the criminal trash. The stages look great, with just the right mix of impressive city vistas and hard-edged street grime, whether it's the Chinese Cinema or the Hollywood Boulevard.

Because everyone likes to control shooters differently, the makers have included a wealth of controller configurations, enabling you to customise your set-up. Whatever you choose, the controls are very responsive and precise, although manual aiming can prove tricky when the pressure's on — and it will be as enemy intelligence is generally high, making many situations require careful approach work before you let rip with both barrels.

*Die Hard Vendetta* has some great original features like the Stealth mode that allows you to creep around the levels eavesdropping on conversations and getting close to the action without being spotted. You can also grab criminals and make them drop their weapons and order their comrades to do the same, and this is often the best way to disarm a large, hostile crowd. These stealthy elements go a long way

### HERO TIME

Saving the world is a big job and sometimes the odds can be too high. To help out, *Die Hard Vendetta* has Hero Time — a bit like *The Matrix*'s Bullet Time. Saving hostages, arresting villains and being a goodie will add juice to your Hero Meter. You'll then have the chance to slow down the action, allowing you to take out baddies without being hit.




❑ **Three enemies. One hostage. A perfect Hero Time situation**

❑ Great lighting effects from the guns give *Die Hard Vendetta* an authentic look

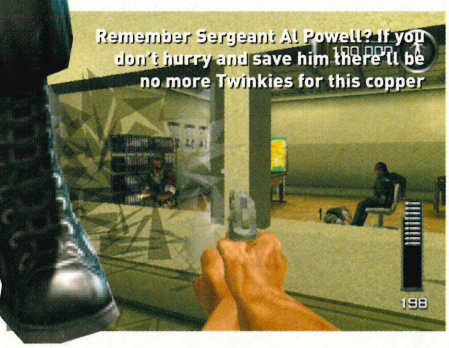
> "THE STEALTHY ELEMENTS GO A LONG WAY TO BUILD UP THE TENSION AND ADD TO THE BROODING ATMOSPHERE."

to build up the tension and add to the brooding atmosphere.

Despite many plus points, *Die Hard Vendetta* has its flaws, most obviously the total lack of multiplayer support. The one-player quest is good fun and there are a number of ways to approach situations, meaning that some replay value is ensured, but compared to *TimeSplitters 2*, it's just not enough. The objectives can also be a little confusing, often telling you to do something at the start of the first stage of a level that can't actually be achieved until the third stage and this can lead to a lot of running around for nothing.

Problems aside, *Die Hard Vendetta* is worth considering. The clever blend of action and stealth, an involving and often humourous storyline and the close attention to detail make this a great one-player adventure. But the violence and bad laguage mean it's not one for kids. **Dominic Wint** NOM

❑ John's daughter, Lucy, is certainly a feisty little minx. Help her smash the glass

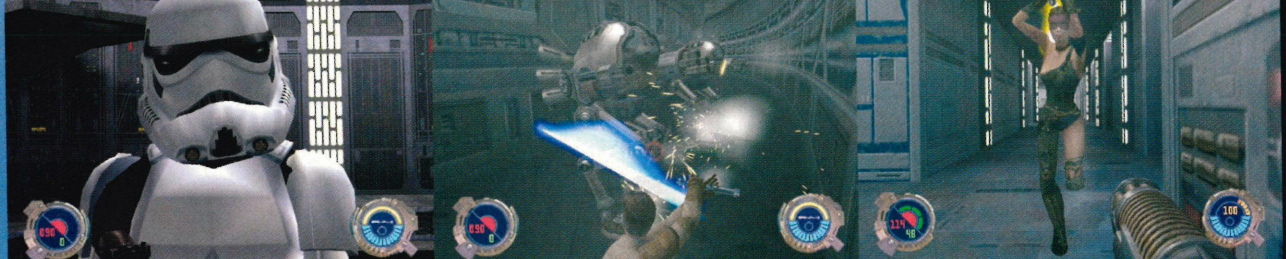



## VERDICT

| | |
|---|---|
| GOOD | ■ The blend of stealth and action make this much more than just running and shooting.<br>■ The story feels alive and the characters are bristling with humour and intrigue. |
| BAD | ■ There is no multiplayer game, almost a cardinal sin for a First Person Shooter.<br>■ The objectives can be very vague, often leaving you running around like a fool. |
| FUN | The Training mode is crap, but the controls are great and the action kicks in early. |
| VALUE | Three difficulty levels and lots of tactical variation spell plenty to think about and do. |
| LIFE | No multiplayer option, but the one-player quest will take time to finish. |

*Die Hard Vendetta* is a truly adult game filled with grit and wit. It's also a fantastic one-player shooter, but the lack of a multiplayer mode marks it down.

**8**



AS A JEDI KNIGHT YOUR WEAPONS ARE PEACE, KNOWLEDGE AND DEVOTION.

OH YES, AND YOUR VERY OWN LIGHTSABER.

# STAR WARS JEDI KNIGHT II: JEDI OUTCAST™

**The legacy of *Star Wars*™ lives on in Jedi Outcast.** As fallen Jedi Kyle Katarn, you must wield your enhanced lightsaber and arsenal of weaponry and invoke the Force. You cannot escape your destiny, to know the light, you must see the dark.

Epic single and multi-player first-person action.

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LOG ON

http://www.activisiono2.com

IN BRIEF

The man who described himself as a 'hyper, rail-thin geek on a sugar buzz' takes centre stage for the second time on GameCube with more gravity defying challenges, multiplayer modes and an addictive streak that will stop you seeing the outside world for weeks. Let's go grind some bird turd...

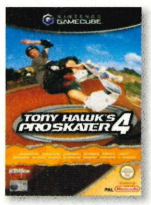
NINTENDO OFFICIAL MAGAZINE TOP NINTENDO TITLE MUST BUY

# TONY HAWK'S PRO SKATER 4

JUST WHEN YOU THOUGHT THEY COULDN'T GET ANY BETTER, THE *TONY HAWK* SERIES RAMPS UP THE FUN WITH THE GOD OF ALL SKATE SIMS.

**Hey! Tony's wearing pads! There's no such pant-wetting concession to safety in the game, though**

DETAILS




1-2 Players

7 Blocks

Price: **£39.99**

Release: **22 November**

Publisher: **Activision**

**If you had to name a classic sports series there aren't many that spring to mind. *FIFA* and *WWE* have suffered recent blots on their otherwise perfect copybooks and *Madden NFL* is only just back in the UK after a long absence.**

So you'd be forgiven for thinking that, despite teasing us for months, the fourth *Pro Skater* game could turn out to be a right old crock. Well, after an extensive playtest we can safely say that this may be more skateboarding, but number four does it a whole lot better than ever before.

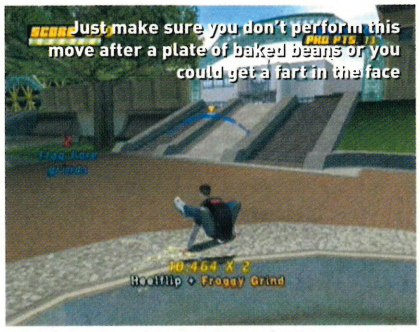
Whether it's grinding bird turd off a pier, skitchin' the back of a getaway car, riding gaps between carnival floats or taking a slalom ride around a college campus, the range of objectives is admirable. These challenges will make you laugh and also no doubt bug the hell out of you until you get them spot on.

In a change to previous editions, there's now no time limit for each course. Instead you'll be given testing times to complete each level's 16 objectives, which include some of the ones already mentioned, plus Medal Challenges, COMBO and SKATE letters to find, money to snatch and opponents' scores to beat.

All-new environments are yours to grab and grind, including San Francisco, former island-prison Alcatraz and a zoo. Each level is also bursting with life, featuring people who interact with you; waving as you skate past, honking from cars as you get in their way, and yelling drunken nonsense.

A total of 13 skaters are on offer including Tony himself and the return of the boy from Brazil, Bob Burnquist. And while we hadn't managed it at the time this review went to press, we're told there's a heap of unlockable characters in the game, too.

❑ Welcome back to the crazee world of skateboarding with its Froggy Grinds, Heel Flips and Manuals. Mad...




## UP AND OVER

One of the new moves that has been created for *Tony Hawk's Pro Skater 4* is the ability to Spine Transfer — or in others words, fly up a ramp and drop down the other side.

This certainly helps if you've got to pick up speed in games of Slap!, but some challenges make this a required skill to master in order to complete them.

On the College course, you'll have to Spine Transfer over a moving carnival flotilla to reach a score of 20. Just make sure that, as you fly up one end of a float, you press L and R together to drop down the other side safely.

❑ Spine Transfers sound painful and you'll be having one if you don't land correctly from that height

> "EXPECT MORE GRAVITY DEFYING CHALLENGES, AND AN ADDICTIVE STREAK THAT WILL STOP YOU SEEING THE OUTSIDE WORLD FOR WEEKS."

❑ Staying upright while Manualling is hard work. Wait until you have to negotiate corners, too

▶ Top marks must also go to the skater animations. There's no slow down whatsoever and the ability to grind moving objects means there's no let-up in the range of combos and eye-catching moves you can pull on the hop.

But don't expect *Pro Skater 4* to be an easy ride. Repeating the same move again and again prevents decent score multipliers and some of the challenges could well break your controller as you pause the game and retry your last goal. Try getting 100,000 points in two minutes and you'll see what we mean.

Even if you've played older *Pro Skaters* to death, you have to get this. The new courses are a joy and beating every mode, challenge and score will keep you playing for weeks. It may well be number four, but the *Tony* series is getting better with age. **Tim Street** NOM

## VERDICT

| | |
|---|---|
| GOOD | ■ Sprawling courses, limitless combos and hidden extras keep it fresh. ■ The objectives are on a different level. Totally crazy, but hilarious all the same. |
| BAD | ■ The words we'd use for a few challenges can't be printed here. They are tough. ■ No four-player mode, which could have made this the greatest sports game ever. |
| FUN | You'll remember all your favourite tricks and will be hitting the ramps in no time. |
| VALUE | There's so much packed in here, you'll be ready to sell your mum to get the £40. |
| LIFE | This game comes complete with a year-long guarantee — until *THPS5* arrives. |

What was a great game is now a legend. *Pro Skater 4* offers fantastic sports sim gameplay that'll last for ages. Welcome back, Tony — we've missed you.

**9**

LOG ON

http://www.lucusarts.com

IN BRIEF

Years have passed since Kyle Katarn avenged his father's death and saved the Valley of the Jedi from the scourge of the Sith. Allowing his Force powers to languish for fear of falling to the dark side, Kyle entrusted his lightsaber to Luke Skywalker, vowing never to use it again. But when a new threat to the galaxy emerges, Kyle must reclaim his past to save the future...

NINTENDO OFFICIAL MAGAZINE TOP NINTENDO TITLE MUST BUY

DETAILS

1-2 Players

24 Blocks

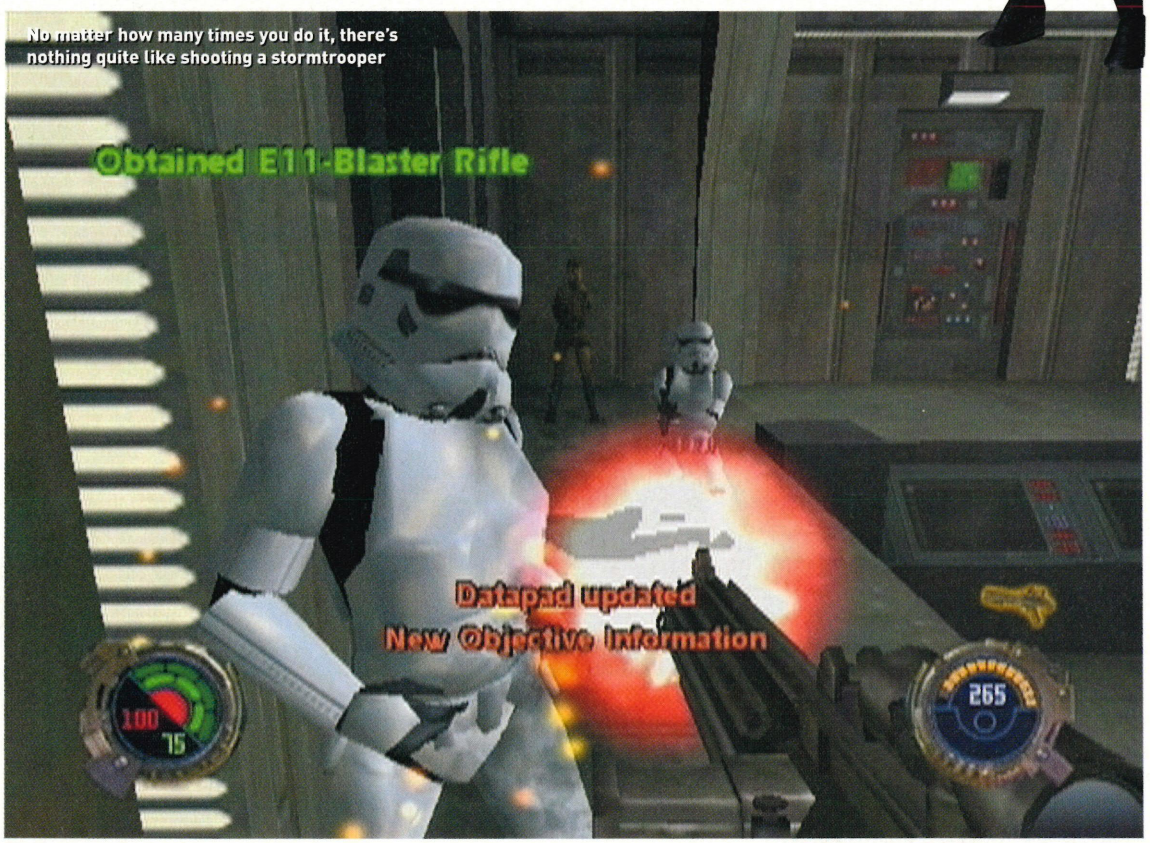
Price: **£44.99**

Release: **29 November**

Publisher: **Activision**

# STAR WARS JEDI KNIGHT II: JEDI OUTCAST

SET YEARS AFTER *RETURN OF THE JEDI*, IS *JEDI OUTCAST* A NEW HOPE OR A PHANTOM MENACE? READ ON...

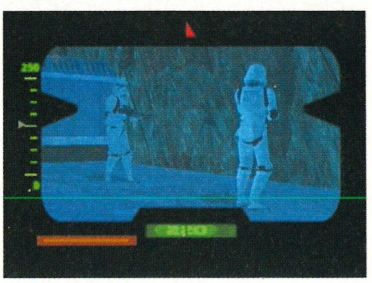



No matter how many times you do it, there's nothing quite like shooting a stormtrooper

**Let's get our cards on the table straight away: Any game using the design, sound effects and music of the *Star Wars* saga is going to have a head start over nearly everything else. Unless of course you don't like *Star Wars*, in which case you're clearly mad, and shouldn't be let anywhere near a GameCube.**

The action begins in familiar First Person Shooter style, as you investigate a 'disused' Imperial base and get to blast a few stormtroopers. Fortunately for Kyle, these guys still haven't been to marksmanship classes, although they do make themselves difficult to hit, dodging and running all over the place.

The double-analogue controls are spot-on and are aided by an auto-aim function that recognises the shift in hardware from the game's PC roots. Most of the weapons have

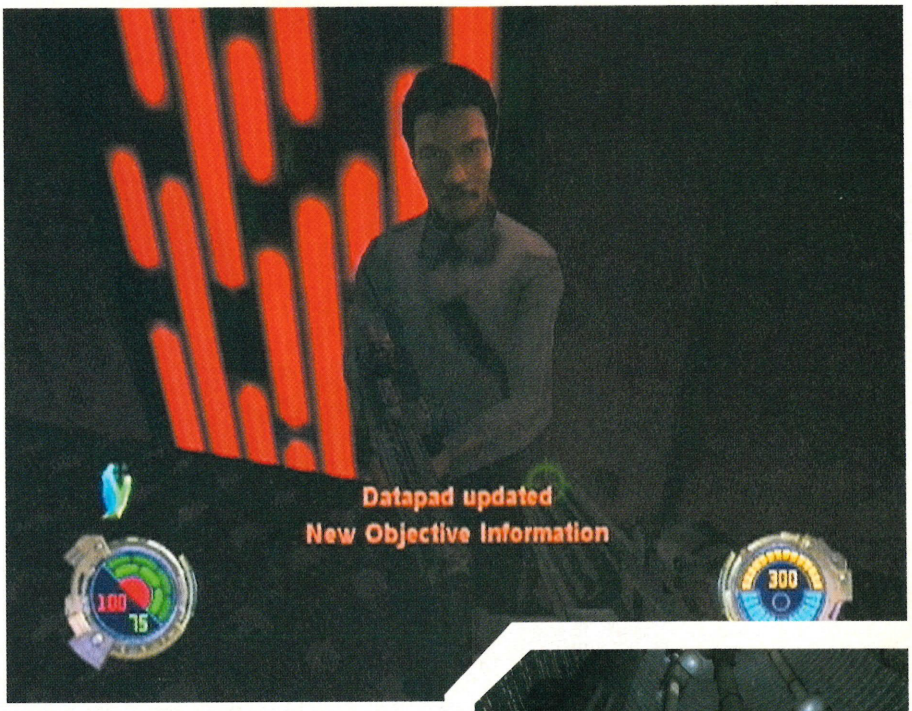


❑ 'Did you hear that?' 'Don't worry, it's probably just someone sneaking up on us."

## SO BE IT, JEDI

It's the Force powers and lightsaber action that really set this apart from run-of-the-mill First Person Shooters. As you progress, you'll learn new lightsaber moves and build up Force powers, vital for solving the puzzles and taking on increasingly tough enemies. The first time you crush a bounty hunter's throat, you'll weep with joy.

❑ Once you get your lightsaber you can start lopping off body parts, just like in the movies




❑ There are loads of familiar characters...

❑ ...and locations, like Bespin's Cloud City

▶ primary and secondary modes, accessed via the R and Z buttons, and each is useful for different situations. Rapid-fire mode on the E11-Blaster Rifle is great, but you'll be through your ammo before you know it. You also have a good amount of control over your inventory, unlike many console shooters.

This might sound like run-of-the-mill stuff with a bit of Lucas-polish, and you'd be right in thinking that if the game carried on in the same style for all of its 20-plus levels, it'd wear thin pretty fast. But once you've found your way through the first few levels and picked up a lightsaber and some Force powers, things really start happening.

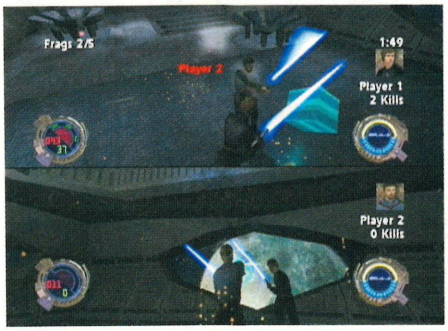
You'll soon be scything down hordes of Rodian lowlife, executing massive Force Jumps to reach otherwise-inaccessible areas and frying Imperial officers with Palpatine-style lightening attacks.

The mouth-watering *Star Wars* locations from Yavin 4 to Bespin's Cloud City are brought to life with solid textures and atmospheric lighting. The only visual gripe is an occasional slow down when confronted with a large number of characters or acres of scenery. The sound effects and music are simply stunning, really making you feel part of the *Star Wars* saga.

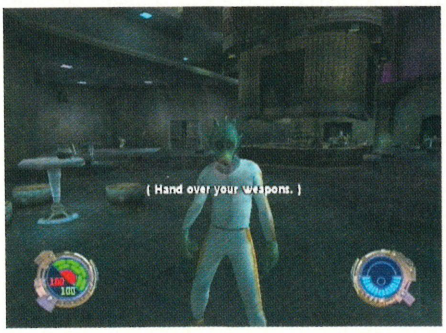
At the end of each level you'll be told how well you did and what you've unlocked for use in the multiplayer Jedi Arena, which offers up to ten computer-controlled adversaries and the chance to play in a dizzying array of areas and styles.

The game has an adult feel with taxing puzzles, a mature plot and a good dose of strategy. What's more, the makers claim it'll take even hardcore gamers at least 35 hours to complete, and about 50 hours for more casual fans. Make no mistake, this game makes you work, which is how it should be.

Gamers happy to pin down the fire button and run forwards can go play *Turok Evolution — Jedi Outcast* is for people who like a challenge. **Kingsley Singleton** NOM




❑ The Jedi Arena features epic lightsaber duels




❑ Do what the Rodian says, he's wearing pyjamas

## VERDICT

| | |
|---|---|
| GOOD | ■ An excellent blend of puzzles and blasting, which should please everyone.<br>■ The graphics, sound and music recreate the *Star Wars* galaxy with aplomb. |
| BAD | ■ There's a slight slow down when things get really hectic.<br>■ The sprawling levels would have benefited from a map function. |
| FUN | It's *Star Wars* for God's sake! What more do you want, your own X-Wing? |
| VALUE | 20-plus levels and over 35 hours of gameplay can't be bad. |
| LIFE | Secret areas, multiplayer and the joy of blasting stormtroopers will ensure replay. |

Maybe the best *Star Wars* game on GameCube, *Jedi Outcast* is a polished and well-designed adventure. Definitely one for your Christmas list.

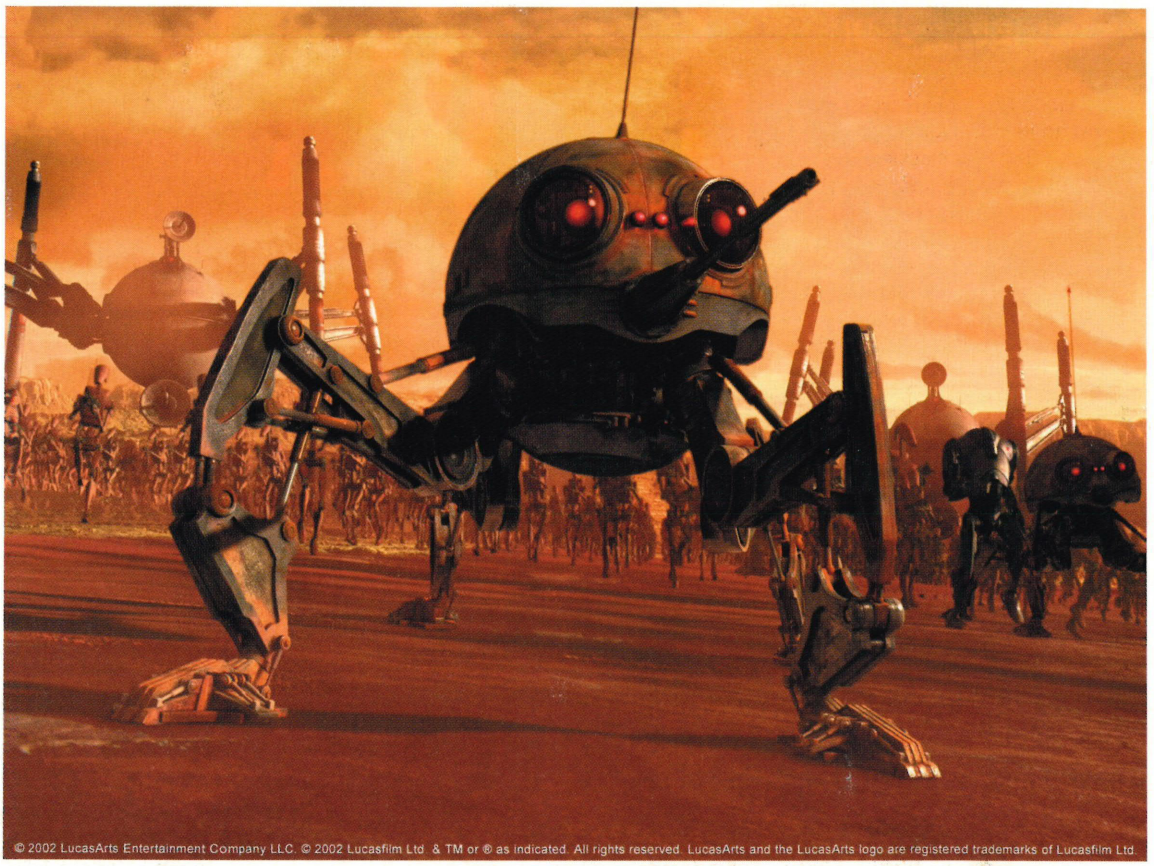
**9**

LOG ON

http://www.lucasarts.com

IN BRIEF

Set just after the concluding battle of *Attack of the Clones*, you take control of a collection of *Star Wars* vehicles, both on land and in the air, and do battle against the Separatists in an all-out action-packed shooter.



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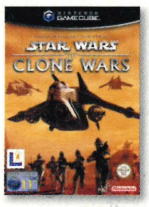
# STAR WARS THE CLONE WARS

## FACED WITH HOARDS OF SEPARATIST TROOPS READY TO BLAST YOUR HEAD OFF, THERE'S NO TIME TO THINK, JUST SHOOT, SHOOT, SHOOT!

DETAILS



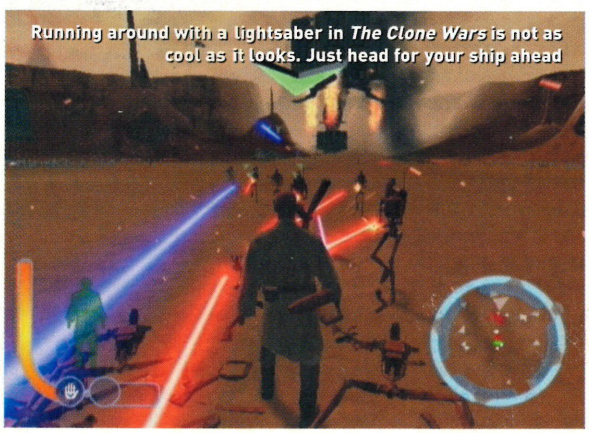

1-4 Players

3 Blocks

Price: **£39.99**

Release: **15 November**

Publisher: **Activision**



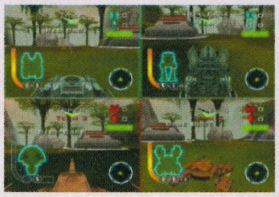
Running around with a lightsaber in *The Clone Wars* is not as cool as it looks. Just head for your ship ahead

For fans of the movies, the ultimate *Star Wars* game is one that accurately reproduces the awesome battles and epic atmosphere of the films. The battle scenes in *Episode II* were the biggest and most action-packed of any *Star Wars* film, and with this game picking up where *Attack of the Clones* left off, we were hoping it would offer nothing less than all-out destruction.

And *The Clone Wars* doesn't disappoint in this respect, putting you in the middle of some of the most chaotic battles ever seen in a game. One minute, all is silent as you head for an objective, then dozens of enemies will burst out of nowhere, firing hundreds of rockets and laser blasts in your direction, giving you no time to think. But rocket ammo is in ample supply so you needn't worry about returning fire.

## THE CONQUEST

*The Clone Wars* will thrill you with its multiplayer options, from the classic deathmatch to original modes like Conquest, where players must destroy an opposing base by taking over outposts, building gun turrets and fighters, and ordering their forces into battle.



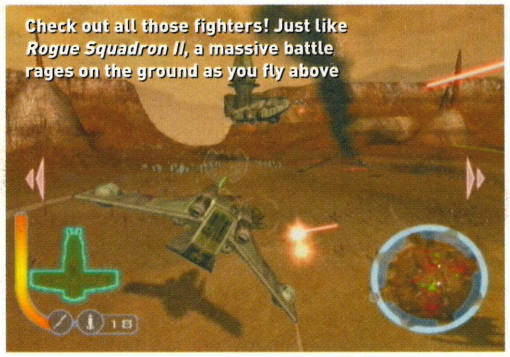
❑ Conquest mode is the daddy of *The Clone Wars*' multiplayer games. There are two bases, one at each end of the map

❑ Stay in there long enough and after four turrets, it'll build two NPC units

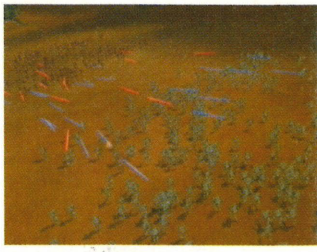
❑ Between the teams are outposts. Get inside and they'll start building gun turrets

❑ When you've constructed your force, move in on the enemy base, giving defensive or offensive orders to your NPCs

❑ Just remember, while you were building all that stuff, the enemy were doing the same. You've got a fight ahead of you!



Check out all those fighters! Just like *Rogue Squadron II*, a massive battle rages on the ground as you fly above



❑ You'll find yourself living out one of the best scenes in *Episode II*. It's time to kick ass

❑ Position yourself for an ambush and get blasting!

Breaking through this blockade isn't easy when you've got two gun turrets and a dozen chasing enemies capping your butt

▶ You'll witness utter mayhem, with laser blasts whizzing back and forth, enemies and allies exploding everywhere, and your shields lowering by the second. But despite the chaos, the easy-to-master controls mean anyone with experience of shooting games can be up and running in minutes. This is why *The Clone Wars* will instantly appeal to *Star Wars* fanatics or shoot-'em-up fans alike.

For most of the missions, the action takes place on the ground in vehicles ranging from fast and nimble STAPs to slow but powerful AATs. Other levels will see you taking control of flying vehicles in missions similar to *Rogue Squadron II*, or running around on foot with a lightsaber and Force powers. The land and aerial levels are very polished, with a vast difference in performance between the various vehicles. Unfortunately, the lightsaber sections seem rushed, added simply for the sake of variety. The character animations are stiff and avoiding enemy lasers is nearly impossible — you'll only survive because your character can take hundreds of shots without dying.

But we don't want you to think *The Clone Wars* is just a mindless shooter because most missions will have you doing much more than simply blasting everything in sight. Bonus objectives will give you extra challenges for you to complete if you want to unlock the many hidden features, much like in *Rogue Squadron II*. To do this you must listen to your allies as they issue orders and tactics vital to the success of your mission. It's little features like this that give *The Clone Wars* its lasting appeal, making it highly recommended. **Mike Jackson** NOM

## VERDICT

| | |
|---|---|
| GOOD | ■ The shooting action is intense and will have your adrenaline pumping to the max. ■ The *Star Wars* soundtrack, backed up by Pro-logic II support, is an audio feast. |
| BAD | ■ The on-foot sections are a major letdown, with poor play dynamics. ■ The highly-detailed graphics make the frame-rate drop in the heat of battle. |
| FUN | Controlling the land and aerial vehicles is a doddle. You'll be kicking ass in no time. |
| VALUE | There are six planets and 16 missions to beat, each one well-designed and fun. |
| LIFE | The bonus mission objectives are tough and the multiplayer mode will last ages. |

*Star Wars* fans and shoot-'em-up fanatics will love the fast-paced blasting. And with an awesome multiplayer mode, this will make you smile.

**8**

15 Blocks

1-4 Players

Price: £39.99

Release: 29 Nov

Publisher: Konami

Verdict: 7

# DISNEY SPORTS FOOTBALL

**If football sims aren't normally your cup of tea, but you love Disney, you may want to take a look at *Disney Sports Football*.**

All the characters are brilliantly brought to life with comical animations when fouled, or after scoring. Younger gamers will have no problem getting to grips with the simple controls, and the excellent A.I. makes players run, find openings and mark the opposition. It may not be as realistic as the *FIFA* or *ISS* titles, but get a mate round and it's great fun.

❑ Mice versus roosters. What will they think of next?

57 Blocks

1-2 Players

Price: £39.99

Release: 29 Nov

Publisher: EA

Verdict: 5

# NBA LIVE 2003

**Style is never a substitute for substance, a lesson that *NBA Live 2003* should have heeded. Underneath the comprehensive rosters, stats and player details lies a lacklustre game.**

*NBA Live 2003* looks impressive and the commentary is top notch, with informed and amusing chat, but it's the playability where this game falls short. The controls are awkward, especially if you want to use the D-Pad's team-organisation options. Defence is tough to organise, shooting is over-complicated and you'll be amazed that players like Kobe Bryant and Kevin Garnett can't complete simple two-point baskets from right beneath the hoop.

❑ Oi mister, gimme my ball back

6 Blocks

1-4 Players

Price: £39.99

Release: 29 Nov

Publisher: THQ

Verdict: 6

# MYSTIC HEROES

**When an evil emperor escapes spiritual captivity using the power of the Dragon Star, it's up to the Mystic Heroes to sort it out.**

There are four warriors to choose from: Shiga, Lani, Tai and Naja — each with their own strengths and weaknesses. The story and the levels you play depend on the character — Shiga and Lani work together, whilst Tai and Naja take a different route.

The structure of the levels is to defeat wave after wave of enemies, then take out a big boss. The large fights are hectic and exciting at first, but prolonged battles with the same enemies get tiresome. *Mystic Heroes* is worth a rental. Just don't expect it to keep you occupied for very long.

The battles are hectic and exciting at first, but soon get tiresome

1 Blocks

1 Player

Price: £39.99

Release: 22 Nov

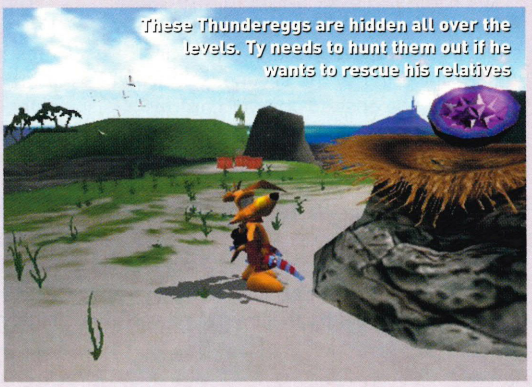
Publisher: EA

Verdict: 7

# TY THE TASMANIAN TIGER

**This is a quality romp which sees the eponymous Ty trying to retrieve his family after they're banished through a portal by the evil Boss Cass.**

The graphics are bold and colourful and the music is as catchy as it gets. Controlling Ty is easy and there's loads of variety to the levels — the swimming sections on the Ship Rex level are especially good. So if you like your platform adventures on the right side of cute and cuddly, check out *Ty the Tiger*.



These Thundereggs are hidden all over the levels. Ty needs to hunt them out if he wants to rescue his relatives

18 Blocks

1-8 Players

Price: £39.99

Release: 29 Nov

Publisher: Activision

Verdict: 8

# MAT HOFFMAN'S PRO BMX 2

**GameCube has no shortage of extreme sports titles, and here's another for the list. The question is, does it measure up to the standards of the *Tony Hawk* series?**

*Pro BMX 2* has all the usual stuff: a selection of world-class BMX riders with their own attributes; eight environments to ride around; and a cool soundtrack. The stages are well designed, with plenty of stunt potential and secret areas to unlock. There's also a Park Editor where you can design your own levels. The stunt system works well, being similar to that of a *Tony Hawk* game.

Missions involve hitting stunt point targets, performing specific stunts in certain areas, or finding items within a time limit. But you have to pass a number of missions before moving on to the next level, and that's the major problem with the game. You are given an objective when you start a run and if you fail, you can't simply try another as in *Tony Hawk's 4*, meaning one tough mission could halt your progress entirely.

*Pro BMX 2* is a solid title, and well worth the purchase, but the mission structure is neither as polished or as innovative as *Tony Hawk's 4*. Surprised? We didn't think so.

❑ The stunt system in *Pro BMX 2* is similar to that in *Tony Hawk's 4* — and that can only be good news for extreme sports fans

❑ It's all very well showing off with a Backside Undertaker, but just try pulling off one of those on a Raleigh Grifter

5 Blocks

1-4 Players

Price: £29.99

Release: Out Now

Publisher: Eidos

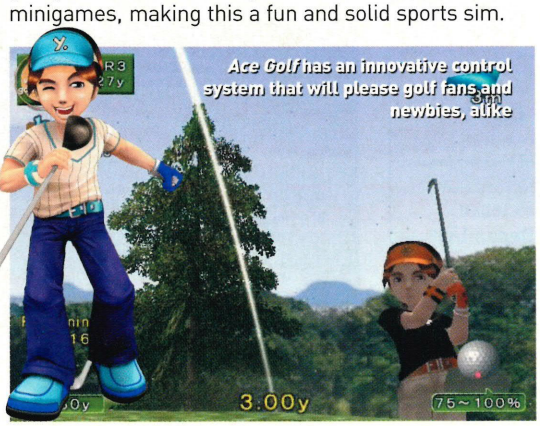
Verdict: 7

# ACE GOLF

**This may have all the hallmarks of a cute and cuddly game, but the golf action offers more than enough of a challenge to satisfy golfing fanatics.**

The main difference between *Ace Golf* and other golf games is the use of the C-Stick to control the power and direction of the ball. By pulling the stick back the power meter is activated and when sufficient welly is achieved, you simply smash the stick forward.

It may sound simple, but in practice it's easy to slice the ball into the rough, giving *Ace Gold* that all-important lastability which comes from mastering the controls. All the gameplay modes you'd expect from a golf game are here, along with some crazy clubs and minigames, making this a fun and solid sports sim.




*Ace Golf* has an innovative control system that will please golf fans and newbies, alike

3 Blocks

1-4 Players

Price: £39.99

Release: 6 December

Publisher: Vivendi

Verdict: 7

# BOMBERMAN HEROES

**Bomberman has to prevent Mujoe and his destructive gang from getting their mitts on some awesomely powerful Bomb Element Crystals.**

The one-player adventure is slow-paced with poor level design and laying bombs to blow up trees and rocks is nowhere near as fun as the old battle games.

But if you're a fan of the old *Bomberman* titles, this is worth picking up for the multiplayer games alone. New games have been added and the original is still great fun to play. Our score would be much lower without these mate-bashing treats.

Blowing up trees and rocks is nowhere near as much fun as blasting your mates

# SCOOBY-DOO!
## NIGHT OF 100 FRIGHTS

SCOOBY-DOO, WHERE ARE YOU?

Zoinks, Scoob! I think I see a bad review comin'

Log On: http://www.thq.com

5 Blocks

1 Player

Price: £39.99

Release: 29 Nov

Publisher: THQ

The story is everything you would expect from a *Scooby-Doo* game — the Mystery, Inc. team have been called to a spooky mansion to investigate the strange disappearance of a famous inventor. What's more, the rest of the team go missing, leaving Scooby all alone. Yikes!

You take control of Scooby as you wander around the mansion in search of your friends and the missing inventor, and must collect Scooby Snacks and keys scattered around the haunted house to further your progress.

The game manages to recreate the style of the TV show well, with graphics and sound effects straight out of the classic cartoons, but the endless searching for just a few more Scooby Snacks can become annoying and tedious.

### VERDICT

If you like the *Scooby-Doo* cartoons, then you might enjoy playing this spooky adventure, but for older, hardcore gamers its simplicity will be disappointing.

6

# KNOCKOUT KINGS 2003

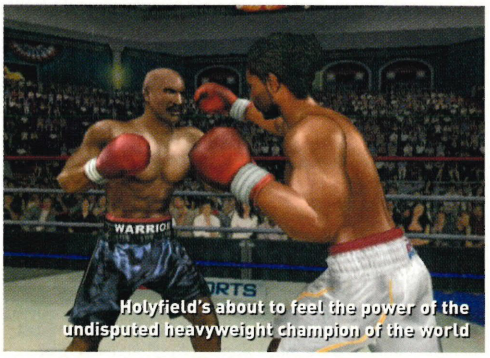
THE GREATEST BOXERS OF ALL TIME COME TOGETHER FOR A SCRAP ON YOUR GAMECUBE. ALI VS. LEWIS, HERE WE GO.

LOG ON: http://www.ea.uk.com

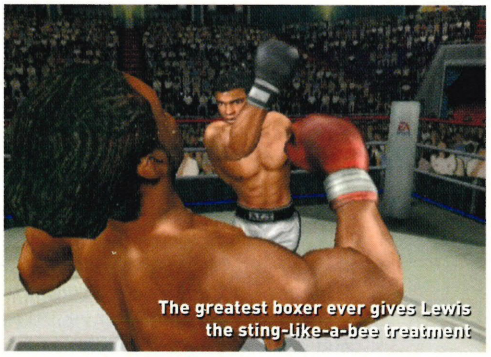
IN BRIEF: If you've ever dreamed of fighting with the skill and grace of Muhammad Ali or the power of Lennox Lewis then *Knockout Kings 2003* has got just what you need. Some of the greatest ever fighters have been included in this boxing sim. Sadly the game can't quite do justice to the names on the box.

Being Rocky is all well and good, but how about stepping into the shoes of Ali or Marciano or Lewis? *Knockout Kings 2003* gives you the chance to take control of some of the greatest fighters of all time and guide them to further glory.

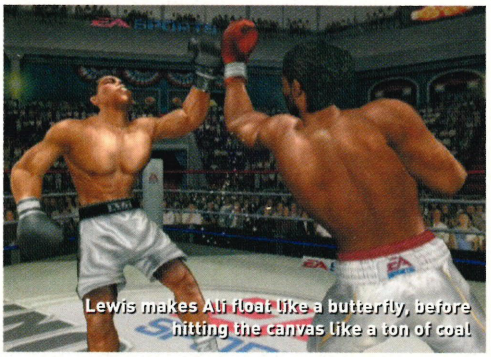
The Career mode is oddly found in the Create-A-Player option, which lets you build a boxer from scratch or modify an existing one and take him on the road to fame, fortune and cauliflower ears.



Holyfield's about to feel the power of the undisputed heavyweight champion of the world

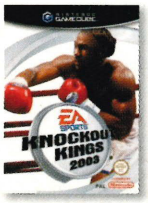


The greatest boxer ever gives Lewis the sting-like-a-bee treatment



Lewis makes Ali float like a butterfly, before hitting the canvas like a ton of coal

DETAILS




1-2 Players

5 Blocks

Price: £39.99

Release: 6 December

Publisher: EA

❑ **Butterbean isn't your everyday boxer, he fights in the super overweight category. Check that flabby belly!**

❑ **The fighter models are very detailed, but there's very little damage modelling on the faces. We wanna see more blood!**

*Knockout Kings* has a good variety of moves and the fighters are excellently modelled, but the game doesn't flow as smoothly as *Rocky* due to its fiddly controls and a wildly swinging camera that will leave you feeling punch-drunk.

The soundtrack is also disappointing, full of EA Trax featuring dull rock/rap crossovers. It would have been great to hear some smooth soul music over the action, harking back to the glory days of boxing.

*Knockout Kings* could use a little more time in the gym before it steps into the ring, because it's not quite fighting fit.

**Dominic Wint** NOM

## VERDICT

GOOD
- The excellent fighter models bear a striking resemblance to the real thing.
- There's a good range of moves, so you can fight like a pro and dodge like a girl.

BAD
- The controls take a lot of getting used to. Certainly not as intuitive as in *Rocky*.
- A little more thought in the presentation wouldn't have gone amiss.

The chance to control some of the greatest ever boxers may be too much for some to resist, but the controls will really frustrate you. Buy *Rocky* instead.

**6**

10 Blocks

1-2 Players

Price: **£29.99**

Release: **Out Now**

Publisher: **THQ**

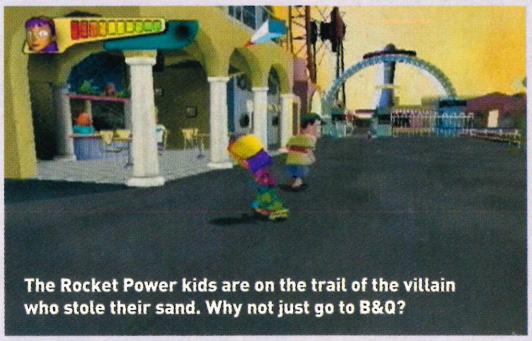
Verdict:

**5**

# ROCKET POWER BEACH BANDITS

**The sand on the Rocket Power kids' favourite beach resort has disappeared and the annual Ocean Shores Surf Classic event has been cancelled. The kids investigate, soon discovering that the sand was stolen and vow to track down the villain.**

On starting a new game, you are greeted by an unimpressive intro detailing the plot. You then set out to search for clues to solve the mystery, finding lost items and taking part in challenges such as stunt skating and races. The varied but uninspired challenges do little to improve this dull game. The graphics are plain, and poor controls and physics mean that you'll often get stuck or bash into things.



**The Rocket Power kids are on the trail of the villain who stole their sand. Why not just go to B&Q?**

2 Blocks

1 Player

Price: **£39.99**

Release: **1 Nov**

Publisher: **Vivendi**

Verdict:

**7**

# CRASH BANDICOOT THE WRATH OF CORTEX

**Evil Dr. Neo Cortex is planning to use five powerful elemental masks to destroy Crash Bandicoot and spread evil throughout the land. To stop them, Crash and his pals have to collect Power Crystals hidden across 25 levels over five worlds.**

When searching for these Crystals, you'll have to guide Crash through various types of play, ranging from basic 2D-style platforming to rolling him around in a ball or dogfighting in a plane.

With such varied levels, this is fun to play, but skilled gamers will beat the final boss in under five hours. It also suffers from an almost constant drop in frame-rate making play unpleasantly jerky.

**Colourful but relatively simple graphics, so why the slow down?**

# YOSHI'S ISLAND
## SUPER MARIO ADVANCE 3

*JURASSIC PARK*? GET OUT OF IT! THIS IS WHERE YOU'LL FIND THE COOLEST DINOSAURS THERE EVER WERE.

LOG ON

http://www.nintendo-europe.com

IN BRIEF

Help the colourful dinosaur dudes get Baby Mario home safely in one of the most innovative and downright thrilling platform games ever conceived. Essential play for fans of fun.

Data saves to battery back-up, three slots

DETAILS

Price: **£29.99**

Release: **Out Now**

Publisher: **Nintendo**

**It's not often that humankind produces something that can truly be called a masterpiece. The *Mona Lisa* is a masterpiece. Beethoven's *5th* is a masterpiece. *Yoshi's Island* is a masterpiece.**

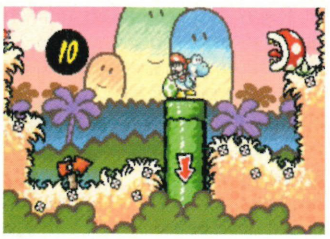
Lots of games are great, but this one is absolutely amazing. It always causes massive arguments when you discuss what are the best games ever, but if you're talking 2D platform games it's a field of two: *Super Mario World* and this.

For a start, it looks brilliant. Not brilliant 'for a GBA game' — just plain *brilliant*. Everything looks like it's been sketched in pencil and coloured in crayon, setting a completely original look that many GameCube games don't even come close to bettering.

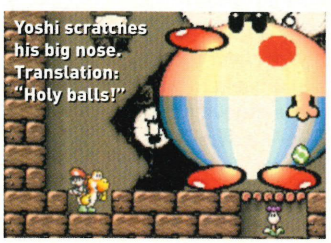
That'd count for nothing if it didn't play well, but *Yoshi's Island* is the benchmark for character control. The link between D-Pad and dinosaur is perfect. You're in total command, and your skill alone decides your progress.

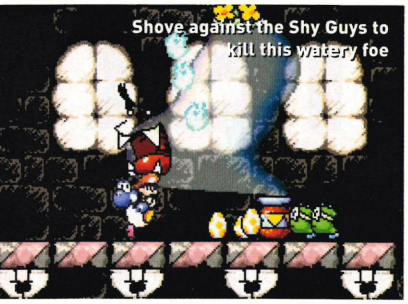
You'll play other games after this — even stuff as good as *Wario Land 4* — and wonder why they don't play as well.

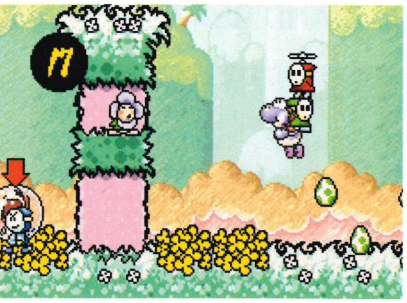
The story is this. You're Yoshi, or rather a lot of different coloured Yoshis trying to get poor Baby Mario home. He's on your back, and you have to get him to the end of each level. Get hit by a bad guy, and he comes off. A timer ticks down, giving you a deadline to get him back



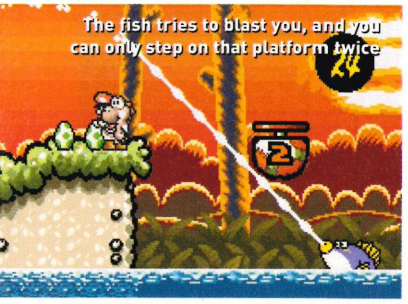

❑ **Look at that. Radiant. How does *Turok Evolution* look in comparison? Greyer than an elephant's bum**



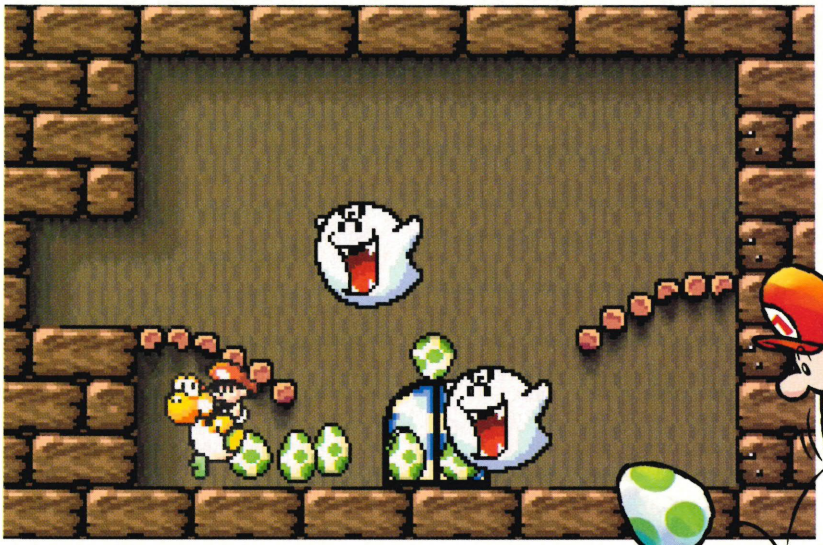


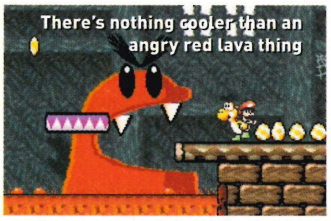

❑ Whoops. They've nicked off with Mazza and given you a new passenger

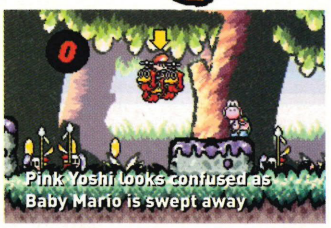



"THE *MONA LISA* IS A MASTERPIECE. BEETHOVEN'S *5TH* IS A MASTERPIECE. *YOSHI'S ISLAND* IS A MASTERPIECE."



❑ Turn and look at them and they aren't so clever. Ghosts make us sick






## A QUICK TIP TO GET YOU STARTED

Many secrets need you to target things in the sky with an egg, so stock up at every opportunity. If you really need eggs to progress, there will be somewhere nearby to get them. You may have to backtrack a little, though.

▶ before he gets snatched away for good.

This adds an extra dimension to a platformer that already has you exploring as much as in some RPGs, chucking eggs about, morphing into vehicles, playing mini-games and fighting some of the finest boss characters in gaming history.

Actually, calling it a platform game is misleading because the scope is massive. You even get to play as Baby Mario at times, as he hares about like Sonic the Hedgehog.

There are six massive worlds of eight stages, but bonus levels are unlocked for grabbing every item on a stage. There are also six all-new levels for this version that never appeared in the Super NES original, and even the mighty *Super Mario World* couldn't boast that. Games like this don't appear all that often. When we said masterpiece, we meant it. **Dean Scott** NOM

## IS IT A DINOSAUR? IS IT A PLANE?

Stumble upon a block with a vehicle stamped on the side and Yoshi transforms. The screen flashes, and the dinosaur becomes a train, car, helicopter, submarine, whatever. Baby Mario gets left behind as you play through a section completely different to the main game. It adds variety, and also cements the opinion that this game is genius. Einstein-level genius.

❑ Yoshis can turn into submarines. If humans could, the Olympics would be more interesting

❑ Sometimes the only way to go is by air. No chopper gags, please, this is a family mag

## VERDICT

| | |
|---|---|
| GOOD | ■ One of the finest platformers ever, it's big, original and plays perfectly.<br>■ Features some of the best graphics that 2D gaming has ever produced. |
| BAD | ■ The exploration might confuse hardcore left-to-right platform fans.<br>■ You want another one? Jeez, even finding one was a stretch... |
| FUN | Nothing is more fun than a dinosaur spitting melon seeds at a monkey. |
| VALUE | With mini-games and secret levels added to the main game, it seems like a bargain. |
| LIFE | You'll want to grab every last coin, and that will take you weeks. |

One of the finest games of all time still plays like a dream in 2002. Game Boy Advance owners should consider this as much of an essential purchase as AA batteries.

**10**

# HARRY POTTER
## AND THE CHAMBER OF SECRETS

YOU'VE READ ALL THE BOOKS, SEEN THE FILM AND NO DOUBT OWN THE NOVELTY MUG. WHAT'S NEXT? A GBA TITLE BASED ON THE SECOND BOOK AND RELEASED JUST IN TIME FOR THE FILM. GET YOUR WAND READY...

**If last Christmas was anything to go by, *Harry Potter* will be on everyone's lips this year too. There might not be a new book, but there's the next film in the series and a *Harry Potter* game for just about every gaming format, Game Boy Advance being no exception.**

If you're a *Potter* fan you'll already know what happens in *The Chamber of Secrets,* so we won't bore you with the plot. If not, you probably don't care for the whole Hogwarts vibe, so we'll tell you now that this game stays true to the story and style of the book, using many in-jokes and references only a *Potter* freak will fully enjoy. It's a game for the fans, who will appreciate things like Harry arriving at Hogwarts aboard a flying Ford Anglia, the chance to de-gnome Mrs Weasley's garden, or seeing Harry's face on the front of the *Daily Prophet*.

It's all about bringing the book to life, and in that respect the game does pretty well at creating a world that *Potter* fans will recognise. It goes without saying that it's not in the same class as the GameCube adventure, but the isometric perspective works well to produce a semi-3D world that's surprisingly detailed. The Great Hall at Hogwarts looks splendid, with its long tables and floating candles, as does Harry's Gryffindor Common Room with its comfy armchairs.

The game locations are a good size, with Hogwarts in particular full of little nooks and crannies just waiting to be explored. Getting about Hogwarts couldn't be easier as you can zap between locations via certain

❑ Hagrid's house is in the game. Wonder if he's at home?

❑ The staircases of Hogwarts are populated by a cast of crazy ghosts just waiting to give the pupils a quick scare or two

❑ Diagon Alley is full of friends and foes, including this hideous witch

❑ There's no missing Ron's bush of bright orange hair as he approaches Harry for a quick chat in the entrance to Hogwarts

> "THIS GAME STAYS TRUE TO THE STORY AND STYLE OF THE BOOK, USING MANY IN-JOKES AND REFERENCES"

LOG ON

http://www.ea.uk.com

IN BRIEF

Harry's GBA adventure closely mirrors the book, with all the key characters and events that players want to see, from de-gnoming Mrs Weasley's garden to stocking up on supplies down in Diagon Alley. It also links up with the GameCube quest so you can swap the many collectibles found in the game.

Connects to GameCube game.

DETAILS

Price:
**£29.99**

Release:
**15 November**

Publisher:
**Electronic Arts**

## HELLO, FLY BOY

One of the many highlights of Hogwarts' school calendar are the regular Quidditch matches that take place between the school's four houses.

As you probably know, Quidditch is a game of skill, so as this game starts you'll first have to hone your flying skills before you're let loose on a Quidditch field. The flying lessons will teach you how to perform really tight turns and how to pick up real speed, and they're a welcome break to all the adventuring that makes up the majority of the game.

❑ You'll need to take flying lessons before you're let loose on a Quidditch field

The Great Hall is the loaction for many of the game's major events

Giant spiders are no match for Harry's superior magic skills

❑ Look at the state of Harry's bed. Go tidy up!

▶ paintings. Our only gripe is that it can be quite difficult moving Harry about with a combination of accuracy and speed.

There's a lot of travelling about, whether it's flying lessons, duelling or learning second-year spells, of which you can carry up to eight. There are also five sets of Famous Witches and Wizards Cards to collect, as well as Chocolate Frogs, which will give you an extra life if you find enough.

*The Chamber of Secrets* is the kind of game that rewards players who look everywhere and talk to everyone — it's the characters you meet who will tell you where you need to be and what you're supposed to be doing. **Rich Marsh** NOM

Harry takes a look around Hogwarts' toilets — but is he a washer or a walker?

## VERDICT

| | |
|---|---|
| GOOD | ■ A lot of time and effort has been put in to make this an authentic experience.<br>■ It's the kind of game people of all ages and abilities can play. |
| BAD | ■ The controls are a bit unresponsive and moving Harry accurately can be a chore.<br>■ Beneath all the *Harry Potter* gloss lies a game not blessed with originality. |
| FUN | If you're a *Harry Potter* fan you'll be transported to Hogwarts in no time. |
| VALUE | There's lots to do and let's face it, this is the only *Harry Potter* game for GBA. |
| LIFE | If you're expecting a real challenge look elsewhere, this is a pretty easy game. |

*The Chamber of Secrets* is an enjoyable and accessible adventure that's designed for *Potter* fans of all ages, but it's not the most original of games.

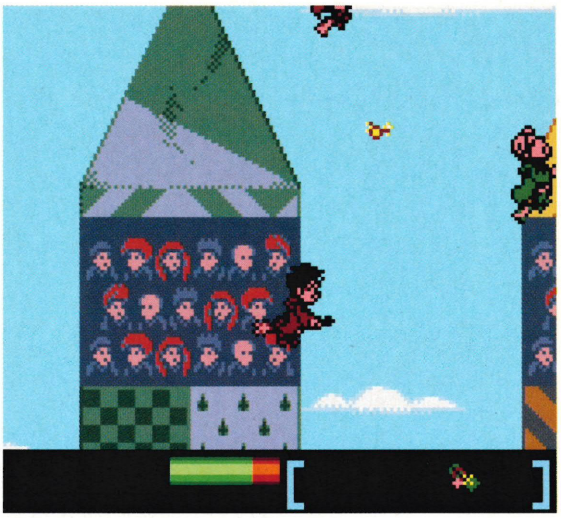
7

LOG ON

http://www.ea.uk.com

IN BRIEF

If you enjoyed the *Philosopher's Stone* GBC game, you'll like this. Sticking closely to J.K. Rowling's second Harry Potter novel, *Chamber of Secrets* sees you control the young wizard as he returns for his second year at Hogwarts. Collect the Famous Witches and Wizards Cards, battle the creatures and unravel the mysteries of the Chamber of Secrets.



❑ It just wouldn't be a *Harry Potter* game without a good game of Quidditch. Get that Snitch!

❑ Harry discovers that he can speak Parseltongue and talk to snakes. How cool is that?

# HARRY POTTER AND THE CHAMBER OF SECRETS

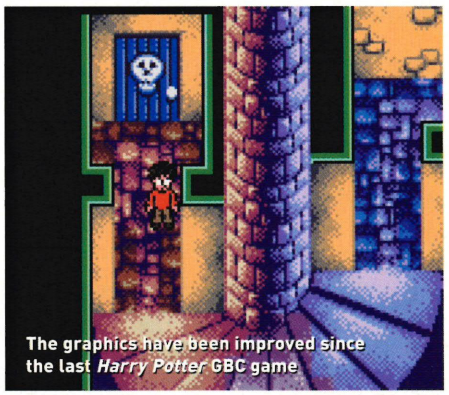
## NOT EVEN THE GBC CAN ESCAPE THE SPELL OF THE BOY WHO LIVED AS HARRY RETURNS TO HOGWART'S FOR A SECOND TERM.

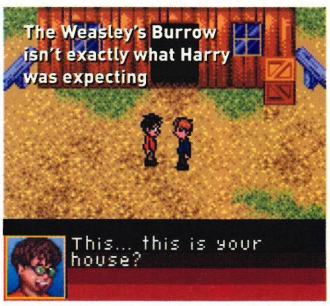
**The magic of *Harry Potter* returns to GBC in this new adventure based on the second of J.K. Rowling's novels. This time Harry must discover who is responsible for the mysterious happenings at Hogwarts.**

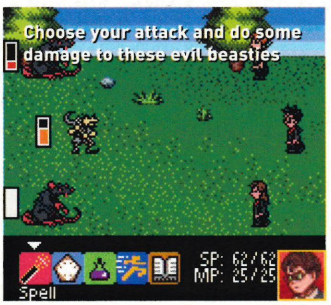
*The Chamber of Secrets* looks very similar to last year's *Philosopher's Stone*, although there are slight graphical enhancements. The gameplay remains the same though, with players following the book's storyline whilst developing wizarding skills by battling magical enemies.

The battle interface is easy to use and the duels are fun enough, although they occur too often and are too similar. You can also hunt out Famous Witches and Wizards Cards — there are over 100 to collect and you can combine them to create new spells or trade them with your mates. New mini-games top off the Hogwarts experience and add longevity to the adventure.

*Harry Potter and the Chamber of Secrets* is a solid and enjoyable RPG, which is perhaps too simple for veterans, but *Potter* fans are advised to check it out. **Dominic Wint** NOM


The graphics have been improved since the last *Harry Potter* GBC game




DETAILS

2 Player/ 2 Carts

Infra Red No

Price: **£24.99**

Release: **Out Now**

Publisher: **EA**

## VERDICT

GOOD

- The graphics manage to convey the atmosphere and charm of the novels well.
- There are over 100 Famous Witches and Wizards Cards to collect and swap.

BAD

- Little has changed from the last game, only new mini-games and a minor face-lift.
- Some battles are annoying and you need a lot of experience to progress.

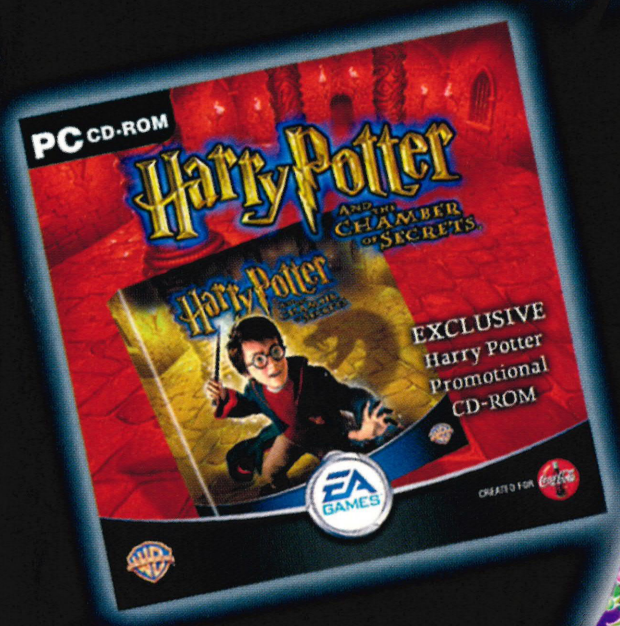
Offering slightly better gameplay than *Philosopher's Stone* and closely following the book, this will delight *Potter* fans, but there's not a lot here for anyone else.

7

# Harry Potter AND THE CHAMBER OF SECRETS™

## DARE YOU RETURN TO HOGWARTS™?

Buy a Coca-Cola Film Feast* and pick up an EA GAMES™ Harry Potter AND THE CHAMBER OF SECRETS™ playable PC Game Demo Disk. Only available at UCI cinemas.



Disk includes:

- Exclusive desktop mini-game (Skurge Challenge)
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WWW.HARRYPOTTER.COM AOL KEYWORD: HARRY POTTER

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*Film feast includes approx. 454ml/16oz serving of 'Coke', 'diet Coke', 'Fanta' or 'Sprite' in a re-useable cup, an EA GAMES™ HARRY POTTER AND THE CHAMBER OF SECRETS™ playable PC Game Demo Disk, HARRY POTTER Fizzing Whizzbees and a small popcorn. While stocks last.

Promoter in GB is Beverage Services Limited.

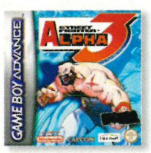
LOG ON

http://www.ubisoft.co.uk

IN BRIEF

Within this tiny cart are 37 *Street Fighter* legends, looking amazingly similar to those seen in the Dreamcast's *Street Fighter Alpha 3* game. Aside from the blistering graphics, players will have to contend with a reworked control system. But rest assured, it's still a juddering jolt of slick gameplay.

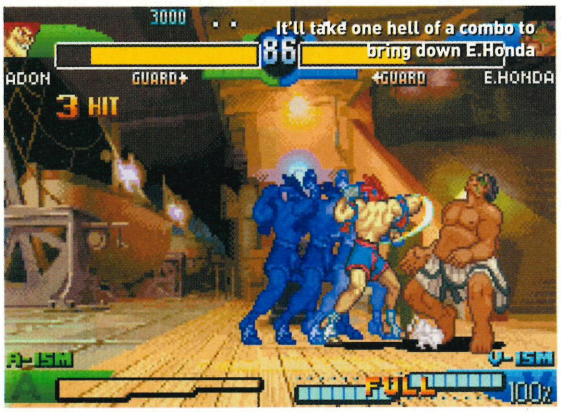
DETAILS

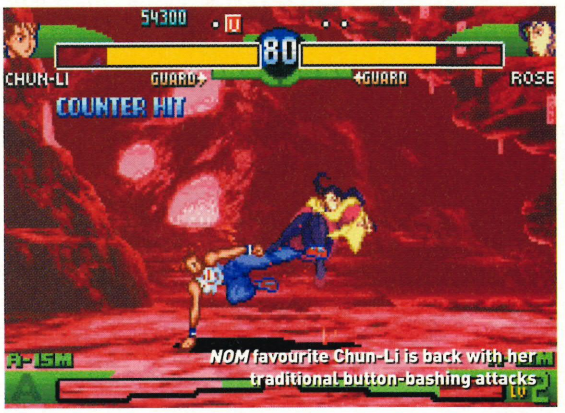



Price:
**£29.99**

Release:
**29 November**

Publisher:
**Ubi Soft**




# STREET FIGHTER ALPHA 3

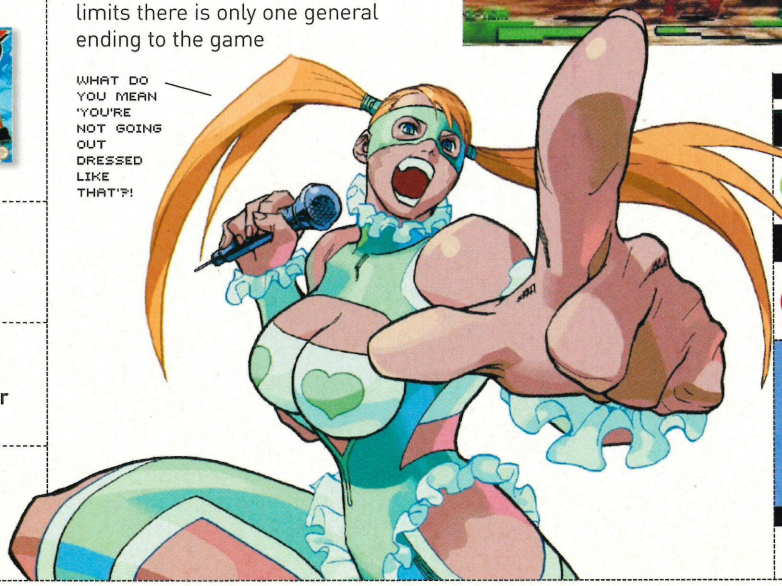
YOU MIGHT THINK *STREET FIGHTER* IS PAST ITS PRIME, BUT HERE'S A NEW INSTALMENT THAT ROCKS JUST LIKE ITS DREAMCAST DADDY.

**One of the world's greatest 2D fighting series returns to Game Boy Advance and brings with it a cart near to bursting with hot fighting action.**

The game contains 37 seasoned *Street Fighter* brawlers, including some ultra-rare characters plundered from Capcom's back catalogue of fighting games. And what's more, it looks absolutely amazing, with vibrant backgrounds and silky smooth character animations — the only drawback is lacklustre audio and characters that are perhaps a little small.

There are the usual assortment of game modes, but due to memory limits there is only one general ending to the game and this might upset *Street Fighter* purists. Another thing that will undoubtedly disappoint hardcore fans is the control system. Because the GBA only has four buttons, the medium attacks are accessed by pressing two buttons at once. Casual gamers will probably not mind, but *Street Fighter* fanatics might find it a cut too far as it becomes difficult to string together accurate combos, although there is an option to streamline big moves to just a few button presses. **Rich Marsh** NOM

❑ **Dan thinks his luck's in, but the lovely Karin has other ideas**




## VERDICT

**GOOD**

- Visually it's superb, a real improvement on last year's *Street Fighter* game.
- There are a huge number of characters to test your fighting skills.

**BAD**

- Due to memory constraints, there's only one ending, which is a shame.
- *Street Fighter* purists might this version a little too pared down.

*Street Fighter Alpha 3* is good enough to be a worthy purchase for casual beat-'em-up fans, but it might not have enough punch for fighting purists.

**8**

# CONTROL THE RACE

With the new remote controlled LEGO® Racers it's you that controls the high-speed action and daring manoeuvres through hairpin bends. Build and rebuild your remote controlled racer to suit the race challenges ahead!

**RC Nitro Flash**
Infrared, remote controlled racer.
You can easily convert the desert car to a jungle off-road buggy or rocky canyon racer. Additional off-road tyres and parts included. Three channels make it possible to race against friends.
**Art. 4589.**

**RC Race Buggy**
Radio controlled racer. The big-wheeled rocky canyon buggy with super suspension converts easily into a sleek and slender high-speed racer with low profile tyres. A real winner!
Supports three radio channels.
Extra tyres and parts included.
**Art. 8475.**

LEGO RACERS

www.LEGO.com/racers

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Price: **£29.99**

Release: **25 October**

Publisher: **Nintendo**

Verdict:

**7**

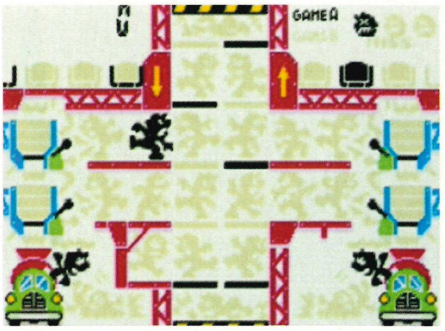
# GAME & WATCH GALLERY ADVANCE

**Before Game Boy there was Game & Watch, and before that there was a world dominated by boredom and polyester flares.**

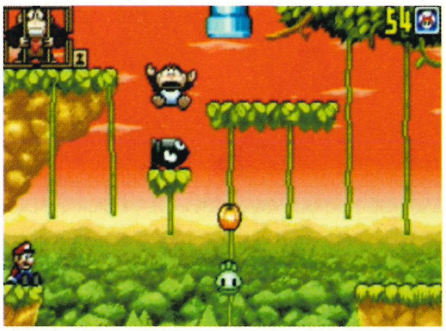
But where once you had to buy a Game & Watch machine for each game, now you can play ten of the best on one GBA cart. And to make things even better, you can choose either Classic mode where everything is just as you remembered, or Modern mode where everything has been beefed up with GBA power. The games on offer are truly legendary, with *Mario's Cement Factory*, *Donkey Kong Jr.*, *Boxing* and *Fire* just some of the highlights.

*Game & Watch* is heartily recommended for those who think the 80s were a golden era and those who want to experience Nintendo's early handheld delights, although some might find the games a bit too primitive.

❑ Your mission, if you choose to accept it, is to save Nintendo characters from certain death



❑ Back in the day, graphics like these were considered breathtaking. Strange, eh?



❑ Again problems arise from a gorilla with possession issues

❑ Blowing bubbles at a gorilla has never been this much fun. Honest!

Price: **£29.99**

Release: **8 Nov**

Publisher: **Vivendi**

Verdict:

**5**

# THE LORD OF THE RINGS: THE FELLOWSHIP OF THE RING

**Two Middle-Earth games are fighting for your money this Christmas and while this adventure stays loyal to the first book in the *Lord of the Rings* trilogy, you'll find the going slower than a hobbit walking up a downward escalator with a orc on his back.**

There's no denying that the world of Middle-Earth has been brought to life successfully, from the lands of the Shire to the variety of personalities you'll meet. But the isometric viewpoint is extremely difficult to master and the turn-based battles are painfully slow, something that you wouldn't associate with the pace of the fights in last year's movie.

Fans of Tolkien's sprawling epic will want to love it, but it just goes to show that a great licence doesn't always make for a great game.

❑ The game stays faithful to the book, so expect to have a natter with Chubbs, Grubbs and Proudfeet

❑ Gandalf the Grey will spout his words of wisdom from time to time. Chill out, old man, it's only a ring!

# LET THE RACE BEGIN

Race against your friends at the speed of lightning. Choose your racer for the race challenge - you can easily build and rebuild your racer when the race changes. All LEGO® Racers are powered by slammer, pull back or electric motors.

**Duel Racers**
Place the two pull back motor powered desert racers to the start gate and you know it's going to be a fair race! The two buggies can be customised to race in other environments, or combine them to make a double-engined monster machine!
**Art. 4587**

**RC Nitro Flash**
Infrared, remote controlled racer. You can easily convert the desert car to a jungle off-road buggy or rocky canyon racer. Additional off-road tyres and parts included. Three channels make it possible to race against friends.
**Art. 4589**

**Street 'n' Mud Racer**
A built-in electric motor powers this street racer. When it hits an obstacle, it backs up and drives off in a new direction! You can gear up the street racer to take on off-road challenges too by fitting the extra offroad tyres.
**Art. 8472**

**RC Race Buggy**
Radio controlled racer. The big-wheeled rocky canyon buggy with super suspension converts easily into a sleek and slender high-speed racer with low profile tyres. A real winner! Supports three radio channels. Extra tyres and parts included.
**Art. 8475**

**Nitro Race Team**
Drive your pull back motor powered off-road racer onto the trailer and transport it to the track – or switch the motor to the truck and go truck racing. You can even convert the truck and racer to a slammer-powered 6-wheeled street racer and another fantastic pull back motor powered offroad racer.
**Art. 8473**

LEGO RACERS

www.LEGO.com/racers

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Price: **£29.99**

Release: **22 Nov**

Publisher: **Ubisoft**

Verdict:

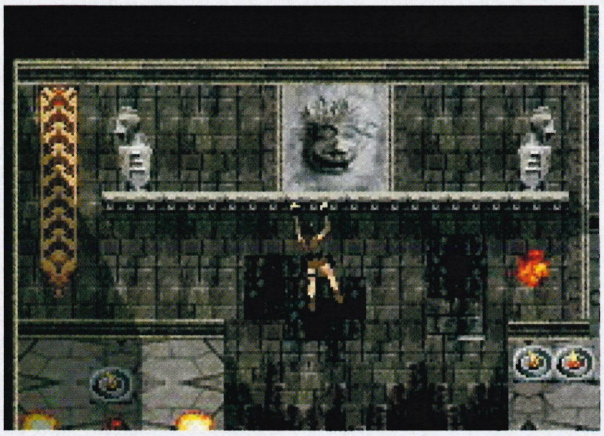
7

# LARA CROFT TOMB RAIDER THE PROPHECY

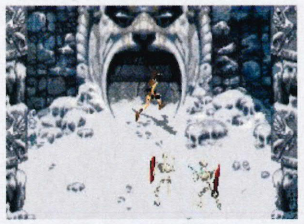
**Have ponytail and Uzis, will travel, raiding tombs a speciality. She's back, making her GBA debut, which drops the side-scrolling gameplay of the first two *Tomb Raider* Game Boy Color titles in favour of an isometric view.**

This perspective works well as the Lara you control has more in common with the home console *Tomb Raider* games, not just in how she moves, but also in what she does, with a typical storyline placing her on the trail of an ancient artefact, this time a set of powerful stones.

It's all about exploring what, at times, amounts to a maze of corridors and passages with tons of shortcuts to find and foes, both human and animal, to fight. There are switches wherever you look, joined by trapdoors, cavernous ravines, spikes, fire and dozens of pinpoint jumps. It's a tried and tested formula, backed up by a good amount of control — just don't expect it to offer you anything you haven't seen before.



❑ **The new gameplay perspective provides some fantastic views of Lara's [cough] adventures**



❑ **Stop! They just want a snog!**

Price: **£29.99**

Release: **Out Now**

Publisher: **Infogrames**

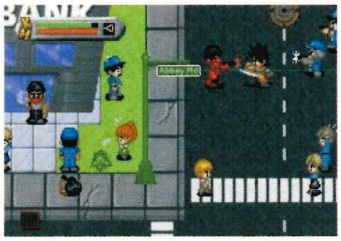
Verdict:

4

# DRAGON BALL Z LEGEND OF GOKU

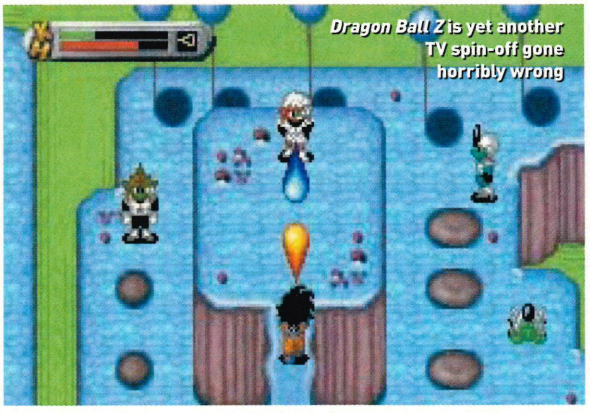
**Think of *Dragon Ball Z* and your mind is instantly drawn to the mental, over-the-top fighting and extreme action sequences of the TV series. Which is why we were pumped up for a GBA *Dragon Ball Z* game.**

But alas, as so often seems the case when a top TV series or film gets made into a game, something is lost — and for *Dragon Ball Z Legend of Goku*, it's the fun. Yes, it has all the characters you're familiar with. Yes, it takes place in a recognisable *Dragon Ball Z* world, and yes it closely follows the storyline of the TV series. However, in terms of fun, it's a crashing bore that opts for a gameplay style similar to *Golden Sun* or *Zelda Oracle of Ages*, but delivers it with far less originality, intelligence and humour. And to make matters worse, for a game based around battling it has a combat system that is not only basic, but down-right repetitive.



❑ **Despite being set in the world of *Dragon Ball Z*, the game is very poor**

*Dragon Ball Z Legend of Goku* is a totally wasted opportunity that smacks of cashing-in on a popular craze. Do your thumbs a favour and resist this rubbish.



# EGGSTRA LARGE

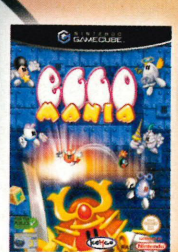
8 players ● 8 modes ● 11 levels
unlimited gameplay

**88%**
"A classic puzzle game given a good twist"
**Total Advance**

"Impossible game to put down"
**C&VG On-Line**

**8/10**
"GameCube's premier puzzler"
**Nintendo Official Magazine**

# EGGO MANIA



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Price: **£29.99**

Release: **Out Now**

Publisher: **Telegames**

Verdict: **5**

# SOCCER KID

**From the mists of gaming history comes the remake of yet another ancient computer title for Game Boy Advance.**

Featuring an uncontrollable mix of platforming and football skills, *Soccer Kid* sees you travelling around the world to find special cards that will open up mini-games and the chance to win back pieces of the Universal Soccer Trophy from an alien pirate.

The game tries to keep things simple, but you can't jump platforms and keep the ball at your feet at the same time, so when goons walk by you'll lose lives easily. *Soccer Kid* wasn't much cop all those years ago and *Go! Go! Beckham* is much better.

❑ **You might as well stay up there Soccer Kid, the game down below is a right stinker**

Price: **£29.99**

Release: **Out Now**

Publisher: **Vivendi**

Verdict: **7**

# SPYRO 2: SEASON OF FLAME

**After defeating all those Rhynocs first time around, Spyro, Sparx, Bianca and Hunter are out to save the Dragon Realms' fireflies who have all been stolen, causing a big freeze.**

Bursting with colour and enough challenge for younger GBA owners, *Spyro 2* will make an ideal present for kids. But If you've finished *Mario Advance 2* or *3*, this will be much too easy.

❑ **Little Spyro ranks up there with Yoshi as one of Game Boy Advance's cutest ever characters**

Price: **£29.99**

Release: **22 Nov**

Publisher: **Activision**

Verdict: **9**

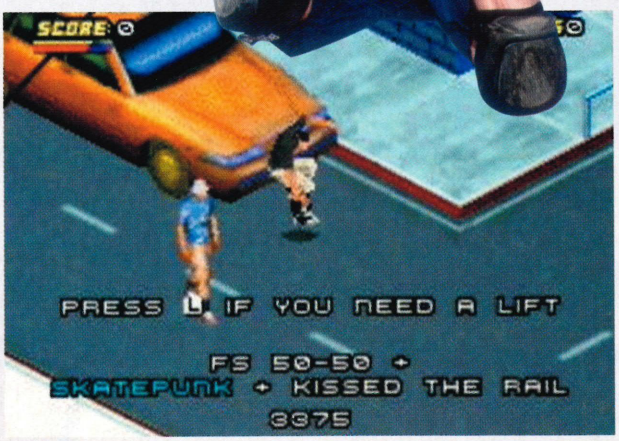
# TONY HAWK'S PRO SKATER 4

**It's only been six months since the mighty Hawk last graced our GBAs, but he's picked himself up, dusted himself down and is once again cruising for points, dollars and SKATE letters in another sizzler.**

Following the lead from its GameCube daddy, objectives and challenges are given to you when you speak to the many characters hanging around. New trick additions, including the Spine Transfer, are also on offer and the game features impressive courses, ranging from a college campus to the bustling streets of San Francisco.

The game's animation is as good as ever and the challenge has certainly been ramped-up since the last outing, making *Tony Hawk's Pro Skater 4* an essential purchase even if you finished the previous game.

❑ **Yes, we know you look dazzling on Game Boy Advance, Tony, but is your game any good? Well, yes, actually. Fair enough**




❑ **If you want to be towed by a car, simply press L and off you go. You might want to pick one with a better colour, though**

Price: **£29.99**

Release: **Out Now**

Publisher: **Vivendi**

Verdict: **7**

# BOMBERMAN MAX 2 RED AND BLUE ADVANCE

**Here at *NOM*, we've been crying out for some old-skool *Bomberman* battling for months and even though this delivers in some respects, it's still a fair bit short of what we had in mind.**

The two games link-up, allowing you to battle Charabom companions and there's a decent one-player quest too. The single-player game features the classic look of previous *Bomberman* mazes and gameplay, and it offers nostalgic fun for a while. But games like this live or die by their multiplayer levels and it's here that *Bomberman Max 2* starts falling apart — the game's four-player battles simply lack the thrill and intensity of classic *Bomberman* battling.

*Bomberman Max 2* is a worthy attempt at getting back to basics, but it just falls a little too short of the mark.

❑ It's not a good idea to let your Charaboms play after a curry — a chicken vindaloo can cause all sorts of mayhem

❑ The single-player adventure is full of classic *Bomberman* stuff with loads of stages, power-ups and bosses to fight

Price: **£29.99**

Release: **29 Nov**

Publisher: **Vivendi**

Verdict: **4**

# EARTHWORM JIM 2

**One of video games' craziest ever creations marks his second appearance on Game Boy Advance with a very mediocre platformer.**

Once again Jim brings with him a whole host of old friends and such mad moves as Snott Swinging and a parachute made from the green stuff. But despite the humour and the quirky layout, Jim's platforming quest features glitchy enemies, jerky scrolling and some dodgy collision detection, making for a classic re-run, but without any of the classic gameplay.

❑ Get off Mum! I've been out saving the galaxy all day and all I wanted to do was use your Stannah Lift for a laugh

Price: **£29.99**

Release: **Out Now**

Publisher: **Telegrames**

Verdict: **4**

# ULTIMATE BRAIN GAMES

**If you thought video games had put an end to mind-numbing board games then think again because all your Gran's favourites are here.**

Unsurprisingly this doesn't win any prizes for its looks and even though the games, including chess and battleships, are classics in their own right, you'll find yourself dozing off with the sheer monotony.

If you've got a Gran you want to keep quiet for a while you might want to consider this, otherwise avoid these brain-draining games at all costs.

❑ The local rednecks loved to get down to a good battle across the high seas

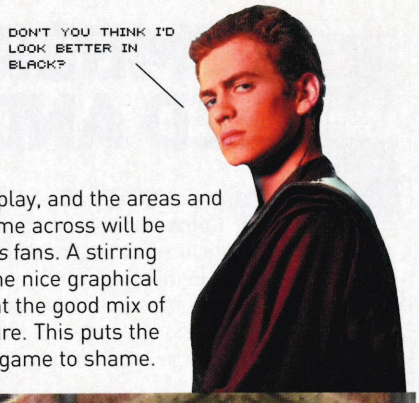
Price: £29.99

Release: 29 Nov

Publisher: THQ

Verdict: 7

# STAR WARS: THE NEW DROID ARMY




When an emergency distress call is received from Tatooine, the Jedi council send Anakin Skywalker along to investigate. Anakin must find Raala Ponchar who can help him explain the appearance of a new set of super-powerful droids. Skywalker soon finds that there's more to this than a search-and-rescue operation.

Viewed from an isometric perspective, *New Droid Army* is easy to pick up and play, and the areas and characters you'll come across will be familiar to *Star Wars* fans. A stirring soundtrack and some nice graphical touches complement the good mix of combat and adventure. This puts the last *Star Wars* GBA game to shame.

❑ Skywalker battles the droid armies across many levels including some of the most vibrant carpets we've ever seen

❑ That Anakin — he's such a bully. Surely being the most powerful Jedi ever means you could lay off killing droids for a bit

Price: £29.99

Release: Out Now

Publisher: THQ

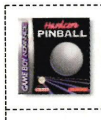
Verdict: 6

# POWER RANGERS: WILD FORCE

The multicoloured, Lycra-suited crime-busters are back, looking to save the world from the nastiness of the evil Orgs.

*Wild Force* is a beat-'em-up which rattles along with players alternating between squad members, using different attributes to see off the opposition. You also get to control the Megazord at the end of each level. Better than *Time Force*, but still not great.

❑ Team up and destroy the evil Orgs, but make sure no-one sees you in that skin-tight Lycra



Price: £29.99

Release: 6 December

Publisher: Telegames

Verdict: 5

# HARDCORE PINBALL

Four more tables on which to pit your pinball skills, including Space Station, Robomech, Soccer and Retro.

The tables in *Hardcore Pinball* are highly detailed and packed with vivid colours. There are also some great bonuses to find and extras to unlock.

Sadly, however, the game is let down by poor physics that make the ball difficult to control. *Hardcore* is better than *Pinball Advance*, but not as good as *Pinball Challenge Deluxe*.

❑ *Hardcore Pinball* is bright and pretty, but ultimately not very good. Try *Pinball Challenge Deluxe* instead

Price: **£29.99**

Release: **22 Nov**

Publisher: **Telegames**

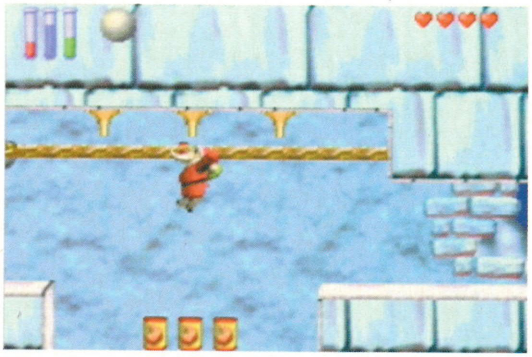
Verdict:

**6**

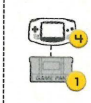
# SANTA CLAUS SAVES THE EARTH

**Christmas is in danger of being cancelled when Santa Claus is enchanted by Nalim the evil fairy and banished to her magic lands.**

*Santa Claus* is 15 levels of platform action that sees you take charge of St. Nick and battle your way back to Lapland. The action is a bit slow in places and Santa can be tough to control, but on the whole this is enjoyable, if a little bit lacking in oomph.



❑ **Help the fat festive fella get back to Lapland so he can spoil ungrateful children all over the world. Yippee!**



Price: **£29.99**

Release: **Out Now**

Publisher: **Infogrames**

Verdict:

**5**

# GODZILLA DOMINATION

**A meteor is hurtling towards planet Earth causing giant monsters to become unsettled and violent. The creatures are destroying everything in their path and it's up to you to stop the carnage.**

*Domination* is a beat-'em-up where up to four monsters can slug it out on screen at once. The attacks at your disposal are limited and the game is very easy; getting to the final battle against Mecha-King Ghidora takes no time at all. The graphics and sound are good, but the game itself is a real letdown.

❑ **Bash, stomp, smash... yawn. *Godzilla Domination* gets old pretty fast and there's no sign of Godzooky anywhere!**

Price: **£29.99**

Release: **Out Now**

Publisher: **Activision**

Verdict:

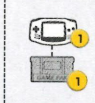
**6**

# xXx

**Based on the action movie starring Vin Diesel, *xXx* is a side-scrolling adventure game with a puzzle-solving slant. You are Xander Cage — special agent xXx — charged with hunting down members of Anarchy 99, the world's deadliest crime syndicate.**

The levels are massive and packed with enemies, although the action seems lacklustre at times. The platform levels are interspersed with cross-town dashes on the back of *xXx*'s high-speed bike. These sections play a lot like the classic *Road Rash*, although the lack of a time limit takes away any real excitement. The platform levels have just enough to keep you hooked for a while, though.

❑ **Brrr... these crypts are chilly. Take control of a pixelated Vin Diesel in his quest to find a long-sleeved shirt**



Price: **£29.99**

Release: **22 Nov**

Publisher: **Ubi Soft**

Verdict:

**7**

# THE MUMMY: MANACLE OF OSIRIS

**Imhotep is back, hunting The Book of the Dead in order to take on a physical form. But his plans are dented by a missing page.**

You get to control Rick, Alex or Evy, each having a speciality that you'll need to keep in mind if you want to succeed. *The Mummy* is great fun and has a nice mix of puzzle solving, fighting and adventure. It also looks great, with detailed landscapes and tombs.

❑ **The Mummy features a whole host of finely detailed landscapes and spooky tombs**

# Nintendo Gadgets

We get closer to JOYTECH's latest driving innovation, check out a couple of memory cards and make your Game Boy Advance louder.

■ **Williams F1 Team Racing Wheel Preview** ■ **JOYTECH** ■ **£39.99**

Not content with bringing us the finest GameCube screen, those bods at JOYTECH are now giving our hands and feet a treat with their latest racing wheel. JOYTECH's R&D people have been working closely with the team from Williams F1 for ages to bring you a steering wheel that's an exact replica of the one found inside the cockpit of Juan Pablo Montoya's FW23 racing car. Check out some of the awesome features.

**LED Accelerator Pedal Indicator**
This clever bank of lights will let you know how hard you're pushing the throttle so you can see if there's room for more welly.

**Rumble feature**
Hidden beneath the wheel's surface lie two variable-intensity motors to let you know when you're riding on the rough stuff.

**Directional Pad**
'Where's the D-Pad?' we hear you cry. It's sneakily concealed behind the centre panel, hidden by the tasteful Williams F1 logo.

**Leg Supports**
If you want the wheel on your lap, then these leg supports are perfect. They're fully adjustable to suit all sizes and they can be removed entirely for table-top mounting.

**Paddles**
Located on the back of the wheel are two Grand Prix-style paddles for quick up/down gear shifts.

■ **64MB Memory Card** ■ **Wow-Tek** ■ **0207 700 1690-http://www.wow-tek.com** ■ **£17.99**

**Verdict:** Forget 4MB and 59 blocks, this baby has a stonking 64MB of storage – that's 1,019 save blocks. We found it a little temperamental when searching its content from the GameCube menu, but it hasn't lost our data yet. It looks cheap, but at this price you wouldn't expect it to be made from gold. **7/10**

■ **NXT Mini Woofer** ■ **Gamester** ■ **0870 8006150** ■ **£12.99**

**Verdict:** Using NXT SurfaceSound technology, Gamester's Mini Woofer throws out a huge sound from a relatively small, flat speaker.

The Game Boy Advance fits snugly into the casing and the two battery compartments improve your grip. Sound is loud and clear with good definition; crank up *New Droid Army*'s *Star Wars* theme and you'll be amazed just how much sound this gadget kicks out.

On the downside it makes the GBA's volume control and on/off switch hard to get at and the battery compartments require a screwdriver to gain access. But on the whole this is an impressive and functional gadget that will give your GBA muscle. **8/10**

■ **4MB/8MB Memory Cards** ■ **Gamester** ■ **0870 8006150** ■ **£9.99/£14.99**

**Verdict:** Gamester's memory cards can't be argued with. They use uncompressed memory for maximum reliability, come in two separate colours and even come with a protective case for when you take them to your mate's house. They're a bit bulky and the grips on the side are unnecessary but otherwise these are a good alternative to Nintendo's Official Memory Card. **8/10**

Rage
PRESENTS

THE GAME

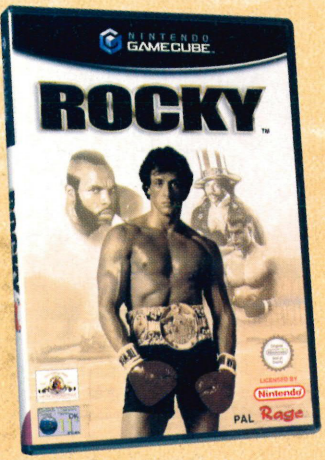
THE ITALIAN STALLION

# ROCKY BALBOA

VERSUS

THE SIBERIAN BULL

# IVAN DRAGO

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# LETTERS

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We always like to know what you think about the world of Nintendo and the winning scribble each month gets £50 worth of HMV vouchers. So what are you waiting for?

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→ **E-mail us:** nintendoletters@emap.com
→ **Text us:** Start your message with NINTENDO and send it to 81133. Each message costs 25p to send

## Nothing's perfect

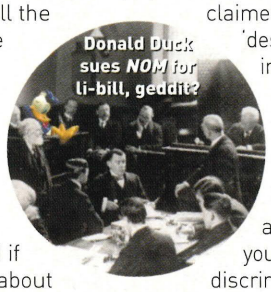
I do wonder why you gave *Super Mario Sunshine* ten out of ten as surely you cannot give a game top marks. I believe a ten out of ten rating cannot be achieved regardless of how good the game is. It's almost as though you're saying the game is perfect, has no flaws and there is no way to improve it.

***Sandeep Singh, Leicester***

**How can you have an out of ten rating system if you can't give ten out of ten? *Super Mario Sunshine* is amazing. Yes it has minor faults, but they pale into insignificance when compared to the good points. That's why we gave it the maximum.**

## It's true

I was surfing the net the other day when I stumbled across a website reviewing all the latest films to come out. Among these films, I noticed a movie just released in America named *Ballistic: Ecks vs. Sever*, staring Lucy Liu. I just wondered if you know anything about this film and if it is in fact based on the superb GBA game, and if it's set for a UK release as I'd love to see it despite it not having a very good review.




***James Nash, Hertfordshire.***

**Even when the original *Ecks vs. Sever* game came out it was said to be based on an upcoming movie, but there was obviously enough time between then and now to develop a new *Ecks* game based around the *Ballistic* film. It should be out early next year.**

## Talent spotting

I work in a Spanish restaurant in Peterborough and at the end of August a guy came in who looked exactly like Tim. I was wondering if it was him, because I'm so sure it was.

***Matt, Peterborough***

**Yes, we can confirm that Tim does sometimes stop playing games to eat. He said he had a very nice meal too.**

## Down with Donald

I am deeply insulted that, whilst reading the October edition of the mag, you claimed that Donald Duck 'deserves all he gets' in your review of *Mickey Mouse and the Magical Mirror*. Donald Duck is a hardworking fellow and I believe that you were discriminating against him without cause. If I were him I would sue.

***Tom Tyldesley, Macclesfield***

**But you have to agree that he's possibly the nastiest duck every created. Next to Daffy and Howard, he's just plain rude and he spits far too much as well.**

## We're all doomed

I can't believe Nintendo let Microsoft buy Rare! I'm really disappointed. I have loads of Rare titles for my N64 and I was really looking forward to more on the GameCube. Many a night I would dream of a sequel to *Perfect Dark* or sit and wonder what kind of crazy adventure Conker would get up to after a long night in the pub. But now that's all gone and I'm left feeling empty and wondering 'what's to stop Bill Gates from taking over the world now?'

***Kevin Chambers, via e-mail***

**Fears of Bill Gates' impending world domination are a little sensationalist, although we have long suspected that Gareth Gates is his mole in the pop world. Nintendo didn't sell Rare without good reason and there's bound to be an upside to this.**

## It's no Mercy

*WWE X8* was supposed to rival *WWF No Mercy*. Okay, so it did in most parts, but I'm willing to bet that almost everyone who bought the game was a bit disappointed that the Create-A-Wrestler option was such a let down. Me and my mates want to know if there's a sequel being planed — if so, someone should point out what they could improve on.

***Scott Barrack, Edinburgh***

**No news on a sequel to *WWE X8* yet, Scott. However, we're sure that there will be one, and when they make it they'll have to think long and hard about where to take the game.**

## Mario magic

I have to say how good *Super Mario Sunshine* is. It is a great platform/adventure game, but it's also a fantastic RPG that puts games like

## You don't scare me

I have just purchased a copy of *Resident Evil* for GameCube and that has confirmed for me what I have suspected ever since first playing the original on PlayStation all those years ago: *Resident Evil* is the best series of video games known to man. However, between leaving one room and entering the next, the annoying cut-scene is still there: the door opening slowly into nothing, from nothing and by nobody. In the original games, this was used to cover up dodgy loading times, and now it is to provide suspense, but it looks ridiculous. It gives you a short breather in between wetting your pants and soiling yourself, but is this really what Capcom were aiming for?

***Freddie Butler, Sharnbrook***

**It's a bit gimmicky for sure, but doesn't it just make you want to explode with a mixture of fear and excitement every time those doors swing open?**

## QUICKFIRE QUESTIONS

Is *Madden 2003* the best American Football game on GameCube?

***Joe Henry, via e-mail***
*NOM:* Yes

Is *GTA 3* coming out on GameCube?

***Alex Frampton, via e-mail***
*NOM:* No

Will the WaveBird interfere with my other electrical equipment?

***John Chisholm, Weybridge***
*NOM:* No

Is *Doshin the Giant* being released in America?

***Mark Albright, Stamford***
*NOM:* No

*Final Fantasy* to shame. You have so much to do and you can choose how and when you do it, unlike *Final Fantasy* where you're led from one cut-scene to the next.

***Dave Ponsford, Doncaster***
**Once again Nintendo prove that they know how to make great games. We all knew that it would be good, and it certainly is.**

### Eastern promise

I never usually write to mags, but there's something that really bugs me and, I'm sure, many others. I get my monthly copy of *NOM* and read through it and I get news of great new games in Japan like RPGs, anime and Manga games, which I'm a big fan of — but where are they? It always says they're unlikely to come out in the UK, but why?

***Dan Stevens, Fareham***
**Only the Japanese companies know the answer to your questions. They probably think that these sorts of games just won't have mass appeal over here. Are they wrong? Let us know what you think, readers.**

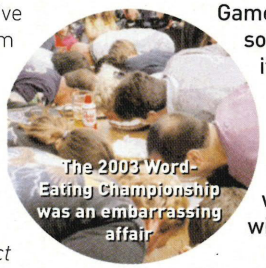
### Show me the monkey

I was wondering if Rare are still making or going to bring out *Diddy Kong Pilot* as they have been taken over.

***Daniel Scott, Scotland***
**As far as we're aware, Rare will still be developing games for GBA, but there's been no news for a while on *Sabrewulf*, *Banjo*, *DK Pilot* or *Coconut Crackers*.**

### Countdown to Zero

I am concerned that *Perfect Dark Zero* will not appear on the GameCube. My friend owns an Xbox and I've been boasting to him that *Perfect Dark Zero* will be miles better than *Halo* (which it would have been). Am I now doomed to eat my words, or is there to be a *Perfect Dark* game for the GameCube? Also, the GameCube needs a solid shoot-'em-up.


The 2003 Word-Eating Championship was an embarrassing affair

***Kenneth Schaumberg, London***
**Prepare your best word-eating cutlery and make sure you've got an appetite, as we're afraid to say that the Xbox will be getting the next instalment of the Joanna Dark series. As for the GameCube needing a solid shoot-'em-up, it has *Die Hard* and *TimeSplitters 2*, and here at *NOM*, we think that *Metroid Prime* will wipe the floor with *Halo*.**

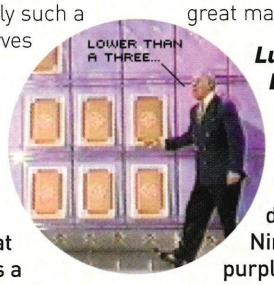
### Tough guy

I think that your magazine is pretty good on the whole, but I think that you (and other magazines) are getting too kind. For example, you gave *Universal Studios Theme Parks Adventure* 3/10, that's nearly a third! Surely such a dismal game deserves one, not three. Otherwise you're doing a great job, keep it up!

***Duncan Hardy, Birmingham***
**We thought that one or two was a little strong, even for *Universal Studios*. The game is playable and it does what it's supposed to, it's just really boring and lifeless while it's doing it, therefore explaining it as dire (three) is perhaps better than disastrous (two) or a disgrace (one).**

### Oh stop, it's embarrassing

I'm writing to tell you how good your mag is. I used to think Sony made the best console ever: the PlayStation. But your magazine caught my eye and I got it to look at the Game Boy Advance games. But then I saw a new console called the GameCube. I looked at some of the games for it and was amazed at its graphics, but when I found out it was only £130 it sealed the deal. I was thinking of getting a PlayStation2, but instead I bought a GameCube. Let me tell you it couldn't be any better and *Super Smash Bros. Melee* is excellent. Just thought I should write in and congratulate you on such a great mag.

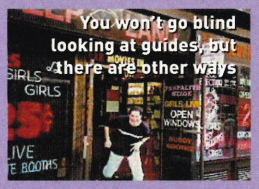



***Luke Palfreeman, Burnley***
**A very wise decision, Mr Palfreeman. We applaud your decision to buy Nintendo's little purple beauty and promise you that won't regret choosing it. We also pledge to do our best to keep you up to date with all the latest news, reviews, tips and cheats. How's that for a deal!**

## LETTER OF THE MONTH

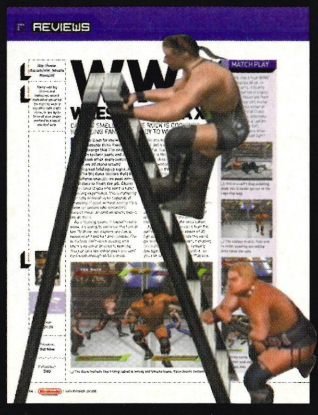
### Avert your eyes

I am writing this letter in disgust at people who don't know when to receive help when it's offered to them. I don't know about you at *NOM*, but I'm sure you'll agree that it's shameful when other GameCube owners turn down your guides in the tips section and have the cheek to say 'please don't put in guides for games that have only just been released'. I mean, are you actually that stupid that you have to look at the guides? Don't you control your eyes, or something? I think people should learn to be more grateful when help is given to them. I for one am thankful that you put guides in, so please keep 'em coming!


You won't go blind looking at guides, but there are other ways

***James Cheetham, via e-mail***
**Good point, if a little strongly worded. *NOM* says: "If you don't want to see, don't look."**

## WHAT'S WRONG WITH NOM



Want a ladder? We'll give you one

### Rock bottom

In issue 122 on page 66 in your *WWE WrestleMania X8* review, the second picture in the Match Play section shows The Rock climbing out of a cage, but the caption underneath talks about a Ladder match. So, have you got the wrong picture?

***Joe Tapper, via e-mail***
**Are you sure there isn't a ladder in the background? No? Oh well, looks like our mistake, again!**

# win all this cool stuff

Another glut of super prizes for you to win this month. To be in with a shout, just phone **0905 053 110** then add the number of the competition at the end. So if you're entering the Bobbleheads competition, just dial **0905 053 1104**. Answer the question, leave your name, address and daytime phone number and we'll call you on 6 December if you've won. Don't forget to ask permission from whoever pays the bill before dialling.

## 1. Sanyo TV and *Reign of Fire* goodies

If this isn't the coolest Christmas prize on Earth then we'd like to know what is. Thanks to the peeps at Bam! we've got some red hot *Reign of Fire* goodies to give away along with a 28 inch Widescreen Sanyo television complete with Nicam stereo sound. One lucky winner is going to bag the TV, copies of *Reign of Fire* for GameCube and Game Boy Advance, a *Reign of Fire* watch, mouse mat, note pad and set of coasters. Phew! Ten (count 'em) not quite so lucky runners-up will get their sweaty paws on watches, mouse mats, note pads and coaster sets. This is the chance to become the envy of your entire neighbourhood as you take delivery of this amazing screen. If you want to go into the hat to be in with a chance of winning this competition, just answer the following question.

**Q. Who plays the part of Quinn in the *Reign of Fire* movie?**

a. Christian Slater
b. Christian Bale
c. Christian Lacroix

1

01 UP FOR GRABS

bam! entertainment

2

## 2. *Scooby-Doo* games and goodies

Scooby has been entertaining us for over 30 years, and here's your chance to get in on the fun. Thanks to THQ, we've got some excellent goodies to give away. Five lucky winners will receive a copy of *Night of 1,000 Frights* on GameCube, the *Scooby-Doo* movie on DVD and a fantastic goody bag. For a chance to win, answer this:

**Q. What is the name of Mystery Inc.'s van?**

a. The Mystery Machine
b. The Creepy Car
c. The Spooky Sports Coupé

## 3. *Futurama Season Two* DVD box set

The *Futurama* gang are back for a second helping of hilarious cartoon fun. This set includes all 19 episodes along with some amazing extras. It's out on VHS and DVD now, but thanks to Twentieth Century Fox Home Entertainment we've got two to give to you. Just answer this question:

**Q. Who created *Futurama*?**

a. Hanna Barbera
b. Walt Disney
c. Matt Groening

3

4

## 4. Nintendo Bobbleheads

Celebrate all things Nintendo with these weird and wonderful Bobbleheads. There are four to collect: Mario, Luigi, Bowser and Yoshi. The Bobbleheads are hand-crafted and moulded; each can take up to six months to design before going into production. And thanks to the folk at Bigben Interactive we've managed to get hold of five full sets to give away. If you want to get your hands on these goodies then answer this:

**Q. What is the all-time best-selling Mario game?**

a. *Super Mario 64*
b. *Super Mario World*
c. *Super Mario Bros.*

## 5. Hawk Clothing skate gear

You've played the games, but do you look the part? If the answer is no then you need to check out this gear, courtesy of Hawk Clothing. Three lucky winners will receive a backpack, beanie, wallet and keyring chain. If you want a chance to get your hands on the stuff, answer the question below. For stockist information call 0207 436 6800.

*Please note: The skateboard is not included in this prize

**Q. Which of these skaters does not appear in *Tony Hawk's Pro Skater 4*?**

a. Bob Burnquist
b. Chris Edwards
c. Steve Caballero

5

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You can also send your entries by post. Please write the competition number clearly at the top of the envelope or postcard. If, for example, you are entering the Bobbleheads competition, write to: **Competition 4, *Nintendo Official Magazine*, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.** Closing date is 6 December.

# HIGH SCORES & CHALLENGES

With all the great games around, you'll be wanting extra joypads for all the friends that'll be coming over to play on your GameCube. So why not get cracking and try to beat the *NOM* crew's top scores? Top gamers will receive a JOYTECH controller.

## 1 TIMESPLITTERS 2: HIGHEST SCORE IN BEHEAD THE UNDEAD

Select Challenge mode, then choose the 'Behead The Undead' zombie stand-off. All you have to do is repel the never-ending wave of zombies with your shotgun. Take a photo of your highest score and send it along to us. We promise not to laugh.

**Go for headshots as much as possible. You'll score more points and you'll be able to kill more zombies. Above all, try not to get surrounded. If you do, run across to the other side of the room and start shooting again.**

| | |
|---|---|
| 1. Kingsley Singleton | **17,150** |
| 2. Dominic Wint | **14,575** |
| 3. Rich Marsh | **13,900** |
| 4. Maura Sutton | **12,225** |
| 5. Tim Street | **12,200** |

## 2 TIMESPLITTERS 2: BEST SURVIVAL TIME WITHOUT CATCHING THE VIRUS IN BURNS DEPARTMENT

Select Arcade mode, Amateur League level and choose the Too Hot To Handle series. Burns Department is the third selection on the menu. Now run around the hospital for as long as possible without catching the virus.

**The best thing about this is the wide-open spaces of the hospital, which make it easier to spot one of those pesky virus carriers. There's also an element of luck involved, so just keep dodging.**

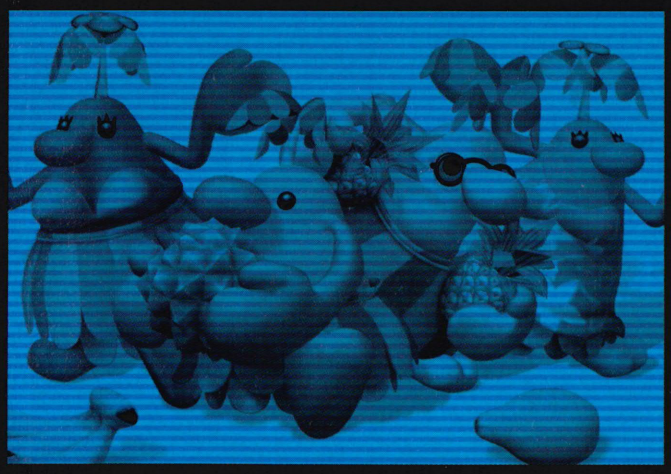
| | |
|---|---|
| 1. Maura Sutton | **2:21:2** |
| 2. Tim Street | **1:09:2** |
| 3. Mike J | **1:07:5** |
| 4. Rich Marsh | **0:54:1** |
| 5. Dominic Wint | **0:48:7** |

## 3 SUPER MARIO SUNSHINE: NOKI BAY, FASTEST TIME IN IL PIANTISSIMO'S SURF SWIM RACE

To enter the challenge, either record your best run on a video or take a photo of your best time. As long as we can clearly see your best score, we're happy. Don't forget your name and address, too.

**After climbing up the cliff to talk to the little guy, simply launch yourself off and run in as straight a line as possible across the water towards the flag. Try not to get too bogged down with swimming – run and jump wherever possible.**

| | |
|---|---|
| 1. Mike J | **00:15:00** |
| 2. Dominic Wint | **00:16:00** |
| 3. Tim Street | **00:16:25** |
| 4. Kingsley Singleton | **00:16:55** |
| 5. Rich Marsh | **00:17:05** |

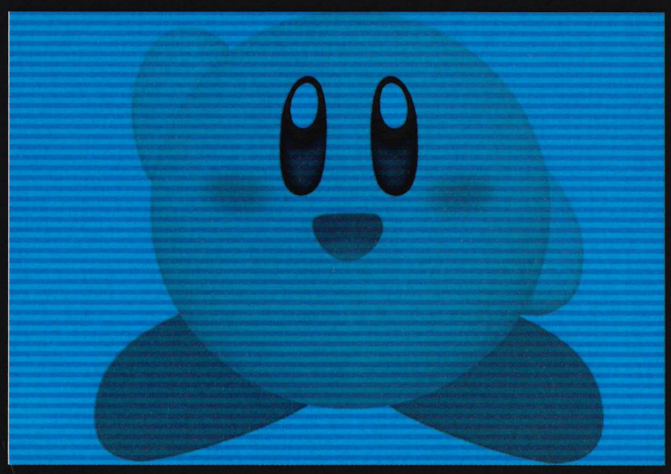


## 4 SUPER SMASH BROS. MELEE: FASTEST TIME IN EVENT 4, DINO-WRANGLING

You want more *Super Smash Bros.*? We're happy to oblige. This time you can choose any character to take on the Giant Yoshi. You have three chances to get it right, whilst he has just one life.

**Your biggest danger here is being turned into an egg by Yoshi – not very pleasant. We usually find that those old stalwarts Mario or Kirby have lots of success against the enormous dinosaur. Let us know your strategies along with your best times.**

| | |
|---|---|
| 1. Dominic Wint | **00:02:33** |
| 2. Tim Street | **00:03:34** |
| 3. Mike J | **00:04:60** |
| 4. Rich Marsh | **00:05:52** |
| 5. Kingsley Singleton | **00:06:31** |



# RESULT TABLES

## 1 SUPER MARIO SUNSHINE: FASTEST TIME ON RICCO HARBOUR LEVEL

By now everyone should have their copy of *Super Mario Sunshine*, and there were lots of you eager to try this challenge. Well done to Andrew Powling for riding that squid around the course in the fastest time.

| | |
|---|---|
| 1. Andrew Powling | 00:35:02 |
| 2. Alex Larkman | 00:35:57 |
| 3. Steven Wilson | 00:37:23 |
| 4. Alan Finche | 00:39:39 |
| 5. Dan Lee | 00:41:14 |

## 2 SONIC ADVENTURE 2 BATTLE: FASTEST TIME ON FINAL RUSH

The lost Chao Missions in *Sonic Adventure 2 Battle* can be quite tricky as it's hard to search for just one tiny Chao when Sonic is speeding along. Therefore, kudos goes to Peter Caulfield, who managed to find the Chao and complete the mission in record time.

| | |
|---|---|
| 1. Peter Caulfield | 3:51 |
| 2. Amber Hannigan | 4:01 |
| 3. Lee Welch | 4:10 |
| 4. Martyn King | 4:31 |
| 5. Alec Hill | 4:59 |

## 3 SUPER SMASH BROS. MELEE: FASTEST TIME IN 'SECONDS, ANYONE?'

By far the most popular challenge this month, most of you managed to achieve some super-fast times by using Capt. Falcon against himself, although some of you also opted for our favourite, Jigglypuff.

| | |
|---|---|
| 1. Philip Ah-Kin | 00:00:45 |
| 2. Gregory Doyle | 00:00:50 |
| 3. Antony Barton | 00:00:60 |
| 4. Greg Foreman | 00:01:03 |
| 5. Richard Lambeth | 00:01:08 |

## 4 SUPER MONKEY BALL: BEST OVERALL SCORE ON MONKEY GOLF

Golfing with monkeys might sound like the name of the latest Nu-Metal band, but in fact it's the name of our most recent *Super Monkey Ball* challenge. Well done to Joe Atkins who managed to get round in 34.

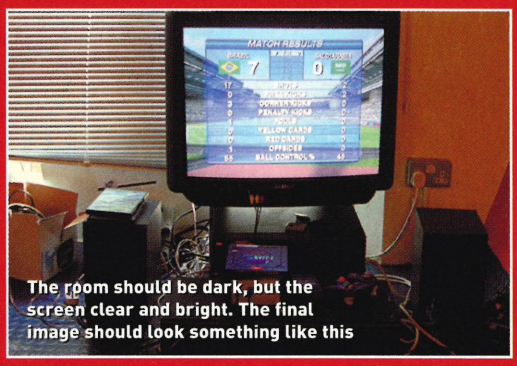
| | |
|---|---|
| 1. Joe Atkins | 34 |
| 2. Mike Handford | 38 |
| 3. Richard Lambeth | 67 |
| 4. Wesley Walker | 70 |
| 5. Richard Carroll | 74 |

## CHEATS NEVER PROSPER

There's no doubt that less-skilled Nintendo GameCube players will try to use cheats to get into our exclusive high score tables.

Cheats should not be used to help with challenges unless we say so. Using import games is also strictly forbidden as they can often give players an unfair advantage. Don't cheat, chaps. It's not big and it's certainly not clever.

## PHOTOGRAPH YOUR TV



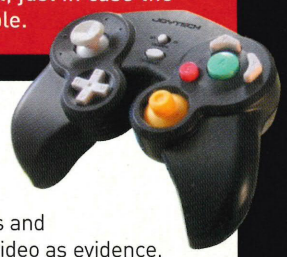
The room should be dark, but the screen clear and bright. The final image should look something like this

**Using a camera to take a photo of your top score on a TV can be tricky, but follow these simple instructions and you should be fine.**

1 Make the room as dark as possible. Draw the curtains, turn out the lights and take the photo standing at an angle to the television screen.

2 Turn off the flash or the television screen will appear black in the developed photograph. And you don't want that to happen, do you?

3 Take more than one shot, just in case the first photograph is unreadable.



## WHAT YOU HAVE TO DO TO WIN

When you've achieved a top score on one of our challenges and got your hands on a photo or video as evidence, pack it up and send it to the *NOM* address. If you manage to get the best score next month we'll send you a smart JOYTECH Advanced Controller for your GameCube, so it's definitely worth the extra effort.

**High Scores and Challenges, *Nintendo Official Magazine*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.**

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# MEGA MOBILE RINGTONES & LOGOS

## nEw rEleaSes

| | |
|---|---|
| Cleaning Out My Closet - Eminem | 10611 |
| Down Boy - Holly Valance | 10612 |
| Positivity - Suede | 10617 |
| Just Like A Pill - Pink | 10615 |
| My Vision - Jakkata/Seal | 10616 |
| Everyone Says Hi - David Bowie | 10614 |
| Nessaja - Scooter - Dance | 10541 |
| Prince And The Showgirl - Shivaree | 10485 |
| Come Back Around - Feeder | 10487 |
| Days Like That - Sugar Jones | 10488 |
| Look Back In Anger - The Wurzels | 10489 |
| Dreaming Of You - The Coral | 10490 |
| Eple - Royksopp | 10491 |
| Far Out - Sonsofloopdaloopera | 10492 |
| Feels Good - Naughty By Nature | 10493 |

## rocK gReAts

| | |
|---|---|
| Always On The Run - Lenny Kravitz | 9437 |
| Alive - Pearl Jam | 8659 |
| Everyday - Bon Jovi | 10613 |
| Black Dog - Led Zepplin | 9440 |
| Main Offender - The Hives | 8141 |
| Breaking Up The Girl - Garbage | 7963 |
| Love A Bad Name - Bon Jovi | 7611 |
| Teenspirit - Nirvana | 7608 |
| Paradise City - Guns & Roses | 7606 |
| Design For Life - Manic S Preachers | 6939 |
| Girls And Boys - Blur | 6750 |
| Always - Bon Jovi | 6401 |
| Walk On - U2 | 6241 |
| Sweet Child O Mine-Guns N Roses | 5793 |
| With Or Without You - U2 | 5338 |
| Under The Bridge - Chilli Peppers | 5336 |
| Walk This Way - Aerosmith | 0005 |

## AttiTudE

| | | |
|---|---|---|
| Missy Elliott | One Minute Man | 5392 |
| | 4 My People | 7416 |
| Bubba Sparxx | Lovely | 6756 |
| | Ugly | 6168 |
| Busta Rhymes | Pass the Courvoisier | 9013 |
| | Woo Haa | 8195 |
| | Break Your Neck | 7209 |
| Eminem | Without Me | 9015 |
| | The Way I Am | 1579 |
| | Real Slim Shady | 1515 |
| | Stan | 1513 |

## fOotBalL

| | |
|---|---|
| Chelsea - Blue Flag | 9487 |
| We Shall Not Be Moved | 9508 |
| Royal Blue Jersey - Everton | 9476 |
| Spirit Of The Blues - Everton | 9477 |
| God Save The Queen - Anthem | 0062 |
| Vindaloo - Football Anthem | 3542 |
| The Great Escape - Film Theme | 3548 |
| Celtic - Fields of Athenray | 3547 |
| Glory, Glory - Man United | 4134 |
| Never Walk Alone - Liverpool | 3545 |

## besT selLers

| | |
|---|---|
| The Logical Song - Scooter | 9422 |
| Round Round - Sugababes | 10189 |
| The Tide Is High - Atomic Kitten | 9670 |
| Like A Prayer - Mad House | 9665 |
| Without Me - Eminem | 9015 |
| Italian Job - Film Theme | 4856 |
| Mission Impossible 2 -Theme | 0094 |
| Underneath Your Clothes - Shakira | 8982 |
| I Need A Girl - P Diddy Usher | 9746 |
| A Little Less Conversation - Elvis | 8688 |
| The Great Escape Theme | 3548 |

## Old sKooL

| | |
|---|---|
| Got To Have Your Love - Mantronix | 8889 |
| Rhythm of the Night - Corona | 8898 |
| Rappers Delight - Sugar Hill Gang | 7212 |
| Every Little Step - Bobby Brown | 6673 |
| I'M Gonna Get U - Bizarre Inc | 6521 |
| Show Me Love - Robin S | 6439 |
| Finally - C C Peniston | 6433 |
| Naked In The Rain - Blue Pearl | 6436 |
| Good Life - Inner City | 6423 |
| Rhythm Is A Dancer - Snap | 7352 |
| Im Gonna Get You - Bizarre Inc | 6521 |
| Back By Dope Demand - King Bee | 6432 |

## INdiE

| | |
|---|---|
| Sit Down - James | 6333 |
| Come Home - James | 5450 |
| Dont Look Back In Anger - Oasis | 4122 |
| Wonderwall - Oasis | 4121 |
| Roll With It - Oasis | 4120 |
| Parklife - Blur | 1520 |
| Get A Job - The Offspring | 0405 |
| Alwas Rain On Me - Travis | 0404 |
| Out Of This World - The Cure | 0359 |
| goletitout | 0318 |
| Breathe - Prodigy | 0286 |
| Losing My Religion - REM | 0217 |
| Bitter Sweet Symphony- Verve | 0164 |
| Fly For A White Guy - Offspring | 0108 |

## DAncE

| | |
|---|---|
| M Factor - Mother | 8896 |
| DB Boulevard - Point Of View | 6616 |
| Ashanti - Foolish | 9302 |
| Ja Rule - Livin It Up | 6270 |
| Nelly - Hot In Herre | 9743 |
| Camron - Oh Boy | 10172 |
| Ms Dynamite - It Takes More | 9750 |
| Mis-teeq - B With Me | 6624 |
| Jay-Z - Girls Girls Girls | 6445 |
| Missy Elliot - 4 My People | 7416 |
| Flip N Fill - Shooting Star | 9505 |
| Scooter - The Logical Song | 9422 |
| Angeled - Jam And Spoon | 6639 |
| Bouncing Back - Mystikal | 6642 |
| Breathe - The Prodigy | 6741 |
| Sunchyme - Dario G | 6761 |

## TV THemEs

| | |
|---|---|
| Formula One | 10751 |
| Phoenix Nights | 10754 |
| So Graham Norton | 10755 |
| West Wing | 10759 |
| Fresh Prince | 10639 |
| Jackass | 10641 |
| Malcolm In The Middle | 10642 |
| Monkey | 10643 |
| Smallville | 10644 |
| The Osbournes | 10645 |
| Dukes Of Hazard | 10591 |
| Sticking With You - Hyundai | 10592 |
| Trigger Happy TV | 10595 |
| A-Team | 4874 |
| Airwolf | 4680 |
| Blackadder | 4683 |
| Buffy The Vampire | 4846 |
| Only Fools And Horses | 6152 |
| Hawaii 5 0 | 4855 |
| Sex And The City | 9118 |
| Crocketts Theme-Miami Vice | 6243 |
| Monty Python | 0085 |

## fiLM THemEs

| | |
|---|---|
| Scooby Doo | 9621 |
| Austin Powers | 5784 |
| Dambuster March | 5061 |
| Braveheart | 6076 |
| Rocky IV - The Final Fight | 6278 |
| Mission Impossible 2 | 0094 |
| Eye Of The Tiger - Rocky | 4852 |
| Beverly Hills Cop - Axel F | 0173 |
| James Bond Main theme | 0025 |
| The Great Escape | 3548 |
| Ghostbusters | 4823 |
| Where Eagles Dare | 5422 |
| Charlies Angels | 1516 |
| Bridge Over The River Kwai | 5985 |
| Jurassic Park | 4825 |
| Jaws | 5266 |
| Top Gun | 4864 |
| Italian Job | 4856 |
| The Exorcist | 4689 |

## sCi-fI

| | |
|---|---|
| Hitchikers Guide To The Galaxy | 10640 |
| Enterprise | 10750 |
| Captain Scarlett | 10747 |
| Futurama | 10752 |
| Lord Of The Rings-Part 1 | 6080 |
| Blade Runner | 4684 |
| The Sixth Sense | 5986 |
| Superman | 0152 |
| Back To The Future | 6146 |
| Terminator 2 | 5795 |
| War Of The Worlds - Theme | 5259 |
| Star Trek Next Generation | 0148 |
| Star Trek Voyager | 6528 |

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# OFFICIAL TIPS

With Christmas just around the corner, we aim to make your festive gaming experience even more joyful with these cracking codes and cheats.

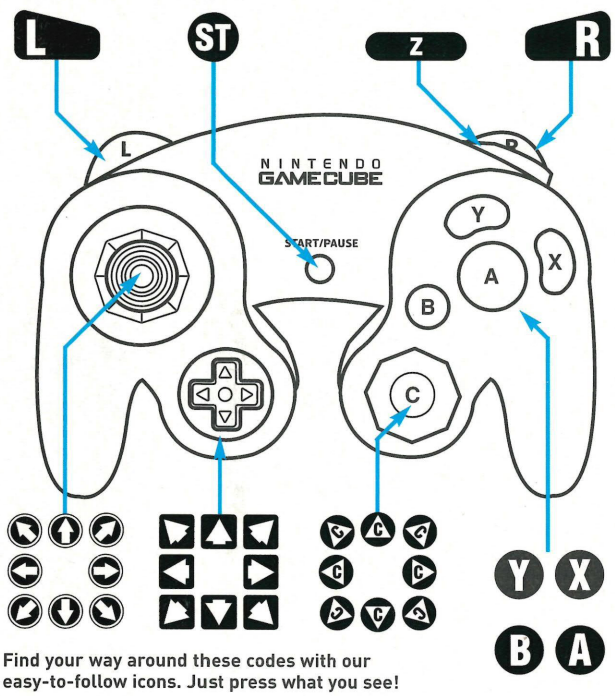

*TimeSplitters 2* Time-saving tips **p106**

*Sega Soccer Slam* Crunching codes **p107**

*Guilty Gear X* Savage secrets **p108**

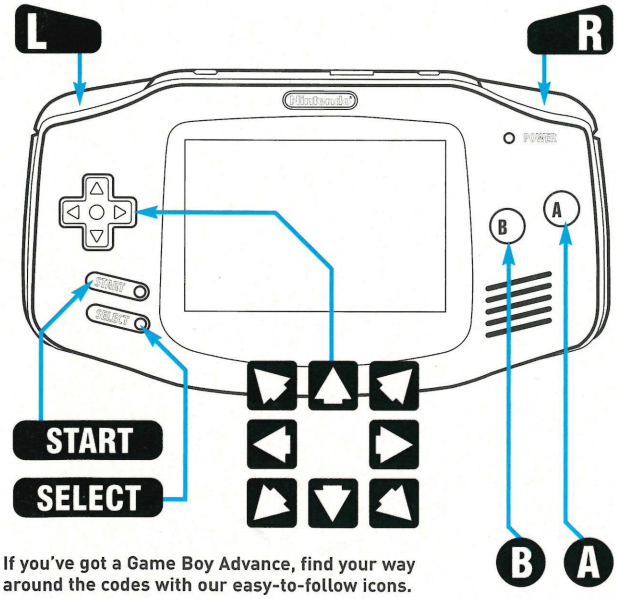
*Aggressive Inline GBA* Cool codes **p109**


## GAMECUBE CONTROLLER




Find your way around these codes with our easy-to-follow icons. Just press what you see!

## GBA CONTROLLER




If you've got a Game Boy Advance, find your way around the codes with our easy-to-follow icons.

## TIMESPLITTERS 2

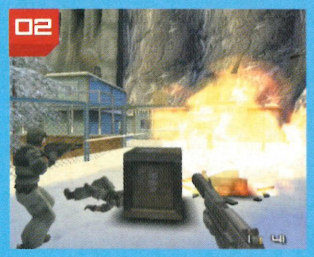
### ■ UNLOCK SECRET MODES AND CHARACTERS

Although *TimeSplitters 2* has a great story all on its own, most people are desperate to get through the one-player game to unlock the ridiculous amount of characters and gaming modes for the Multiplayer and Challenge matches.

01

❑ To unlock the Arcade mode level called Streets, along with cardboard characters, complete all ten levels of the one-player game on Easy.

02

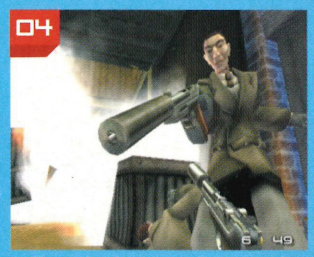


❑ To unlock a very handy unlimited-ammo cheat, first complete the one-player game in Hard mode. Easier said than done.

03

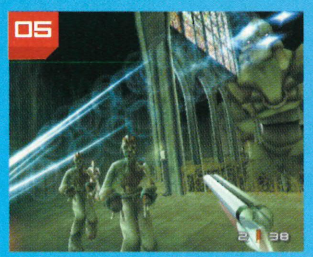
❑ To unlock The Colonel for the Arcade, Challenge and Multiplayer modes, first complete the one-player Wild West level on Normal.

04



❑ To unlock a cute but dumb Stone Golem character for Multiplayer, Arcade and Challenge mayhem, beat the Aztec Ruins level on Normal.

05



❑ Want to play as Khallos in the Multiplayer, Arcade and Challenge levels? You'll have to make it through to the end of Atom Smasher on Normal.

06

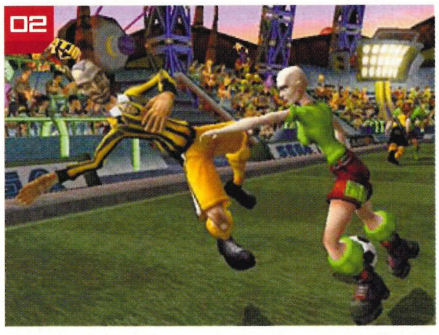
❑ Neo Tokyo has to be one of the most stylish levels in *TimeSplitters 2*. Finish it on the Normal setting to unlock the cyber-babe, Sadako.

## SEGA SOCCER SLAM

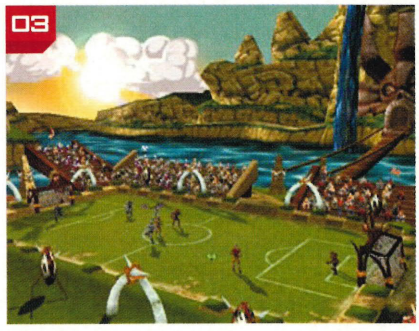
**■ GET SPECIAL ITEMS, SECRET TEAMS AND BIG HEADS**

A footie game with no referee and lashings of violence? Sounds like Roy Keane's dream-come-true. Try entering these codes at the Title screen if you want to make this anarchic sports sim even wilder.

❑ To get Citizen Kane mode press Y, Y, X, Y, X, Y, X, Y, ◀, ▶, ◀, ▶, ◀, ▶. For Modern Film mode press Y, X, Y, X, Y, X, ▶, ◀, ▶, ◀, ▶, ◀.




❑ To unlock all extra items for every single player, press the following buttons: ◀, X, ◀, X, ◀. To unlock all stadia enter R, R, ▶, ▶, ▲, ▲, ▲, ▲, ▲, X, X.




❑ To turn the football into an eyeball, enter R, ▶, ▼, ▲, X, X. For a beach ball enter R, ▶, ▶, ▼, Y, X. To use a crate ball enter R, ◀, ▼, ▶, Y, X.

❑ No tips page would be complete without the usual Big Head code, so here goes: enter R, L, ▲, ▲, Y, Y. To get Big Hits, press L, R, ▲, ▲, X, Y.

❑ To get Infinite Turbo press L, R, ▶, ▲, X, X. If you want to play under an Infinite Spotlight just press L, R, ▼, ▶, Y and X.

❑ To turn the Spirit players into skeletons press Y, Y, ▼, ▼, ◀, ▶. To turn Sub Zero team into cute snowmen press Y, Y, ▼, ▶, ◀, ▲.

## ECKS VS. SEVER II: BALLISTIC

**■ ONE-HIT KILLS, PARALYSED ENEMIES AND FARTING**

Any game based on a film featuring *NOM* fave babe Lucy Liu has to be worth a look, and according to our Dom, this GBA sequel is actually very entertaining. Enter the following codes at the Password screen for some results.

❑ For Invincibility mode enter DEATHWISH. For unlimited ammo enter BIGPOCKET. Enter TOOLEDUP to get all weapons.

❑ To paralyse your enemies enter COLDFEET. They can't move, but can still shoot at you and dogs can still bite.

❑ Enter HORNBLOW to replace all the normal human death grunts with farts and belches! Or to end it all quickly enter OOHSTOPIT for one-hit kills.

# FAST TIPS

This month get ready for scaled-down codes for *Mega Man Battle Network 2*, *Smuggler's Run Warzones* and *Hey Arnold! The Movie*.

## MEGA MAN BATTLE NETWORK 2

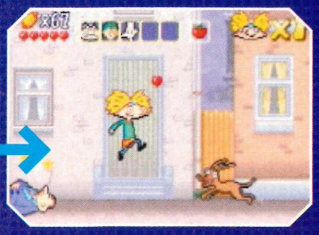
To unlock Hard mode, after getting all five stars, select New Game at the title screen and enter ◀, ◀, ▶, ◀, ▶, ◀, ▶, ▶. Then select New Game, save and restart.

## SMUGGLER'S RUN WARZONES

In order to unlock infinite Countermeasures to help you out run the long arm of the law, pause the game and press Y, Y, Y, X, X, Z, Z.

## HEY ARNOLD! THE MOVIE

To play this cutesy platform GBA game as Helga go to the Map screen and enter ▲, ▼, ▶, ◀, ◀, ▶, ▼, ▲, SELECT.

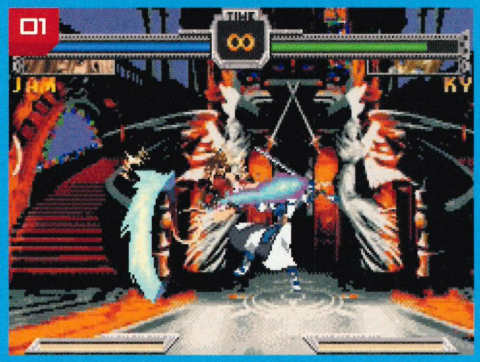


# GUILTY GEAR X

**■ UNLOCK NEW COSTUMES, EXTRA MODES AND CHARACTERS**

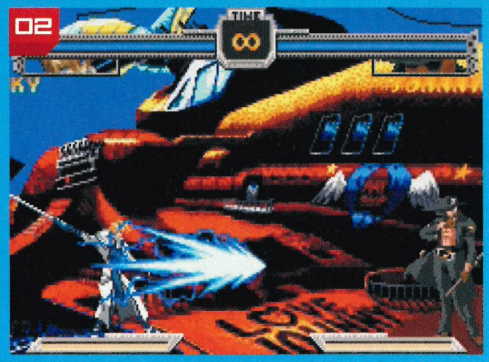
We reckon this anime-style beat-'em-up is a little too easy to hold your attention for very long, but maybe tinkering with the costumes and characters will make it a bit more gripping. Or maybe not. We can but hope.

01



❑ To get a fifth costume colour for a character, press START when choosing your fighter. To get a character's sixth costume colour press SELECT when choosing them.

02

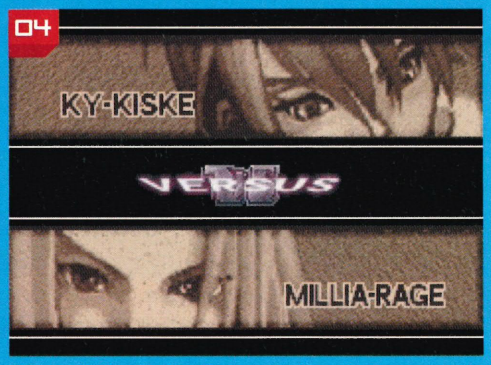


❑ To unlock Dizzy keep playing in Survival mode until you get a Dare Devil message. Fight Golden Dizzy, and you will then be able to select her as a character.

03

❑ To unlock a character's Extra mode beat their Golden alter ego in Survival mode. You will then be able to use special new moves and combos when you choose that character.

04



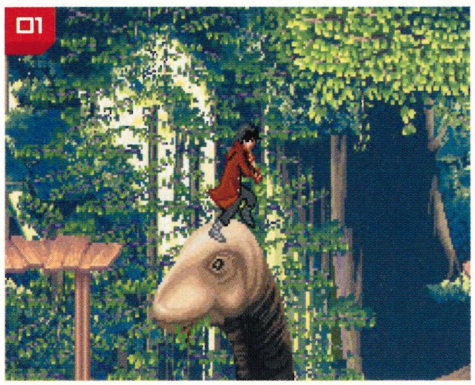

❑ To get the *Guilty Gear* version of all characters reach Lv 180 in Survival mode, take a deep breath, then continue and beat the remaining opponents up to Lv 330.

# DINOTOPIA: THE TIMESTONE PIRATES

**■ LEVEL SELECT-OPIA**

The mini-series featured some cool CGI dinosaurs playing table tennis, but sadly there's nothing so spectacular in the GBA game. Try this level select code and you'll be able to easily access the different realms of the land of the dinosaurs.

01



❑ First go to the title screen and enter ▲, ▲, ▼, ▼, ◀, ▶, A, ◀, ▶, B. Press START and select the game credits.

02

❑ After watching the credits, you should be presented with a series of ladders. The numbers at the top of the ladders represent levels in the game that you can warp to.

## AGGRESSIVE INLINE GBA

**■ GET ALL LEVELS, COURSES AND SKATERS**

It may be no match for *Tony Hawk's Pro Skater* in the extreme sports category, but *Aggressive Inline* still translates well onto the GBA. The following codes should be entered at the Title screen.

❑ To skate yourself into a frenzy and unlock all levels, enter ▲, ▼, ▲, ▼, ◀, ▶, Ⓑ, Ⓡ. To gain access to all skaters and courses enter Ⓛ, Ⓛ, Ⓑ, Ⓑ, Ⓡ, Ⓡ, Ⓛ, Ⓡ.

## DOSHIN THE GIANT

**■ BUILD A MYSTERY MONUMENT**

Doshin The Giant may be the star of a very strange game, but if you've persevered through the weirdness, you might be intrigued to learn how to create your very own Mysterious Monument on big Doshie's island.

❑ First build the Love and Hate types of all 15 monuments, using the same save game. Then go and destroy one of your creations in the Monument Museum to reveal your Mystery Monument, plus lots of bonus maps.

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A = 0 1
Action Man
Advance Wars
Aggressive Inline
Aladdin
B = 0 2
B.Bunny Crazy Castle 4
Blade
Bomberman Tournament
**Breath of Fire**
**Broken Sword**
Buffy The Vampire Slayer
C = 0 3
Castlevania: C of Moon
Crash Bandicoot XS
Crystal Pokemon
D = 0 4
Dragon Ball Z
Dragon Warrior Monsters
**Dragonball Z: L. Goku**
Duke Nukem Advance
E = 0 5
Ecks vs Sever
F = 0 6
Final Fight One
F-Zero: Max. Velocity
G = 0 7
Gold Pokemon
**Golden Sun**
H = 0 8
**Harry Potter**
Harvest Moon
I = 0 9
I.Jones: Infernal Machine
J = 1 0
James Bond 007
James Bond: T.W.I.N.E.
Jelly Boy
Jurassic Park 3: DNA Fact
Jurassic Park 3: PBuilder
L = 1 2
Legend of Zelda: Ages
Legend of Zelda: Seasons
Links Awakening (Zelda)
M = 1 3
Mario Kart Super Circuit
Mat Hoffman's Pro BMX
Megaman Zero
Mortal Kombat Advance
P = 1 6
Pokemon Blue
**Pokemon Crystal**
**Pokemon Gold**
Pokemon Pinball
Pokemon Red
**Pokemon Silver**
Pokemon Trading Card
Pokemon Yellow
Prehistorik Man
Prince of Persia
R = 1 8
Rayman
Rayman Advance
Red Pokemon
Rugrats
S = 1 9
Scooby Doo: Cr. Capers
Shadowgate
Silver Pokemon
Simpsons: T'house Horror
Sonic Advance
Spiderman The Movie
Spyro: Season of Ice
Star Wars Jedi P. Battles
Star Wars: Att. of Clones
Street Fighter 2 Revival
Super Mario Advance 2
Super Mario Land
T = 2 0
Tekken Advance
Tetris
Tom and Jerry
Tomb Raider
Tony Hawk's 3
W = 2 3
Wario Land 4
Wolfenstein 3D
WWF Rd to Wrestlemania
Z = 2 6
Zelda: Links Awake. DX
Zelda: Oracle of Ages
Zelda: Oracle of Seasons
Plus Many More...

**GAMECUBE**

A = 0 1
Agent Under Fire
Aggressive Inline
Animal Crossing
B = 0 2
Batman Vengeance
Beach Spikers
Bloody Roar: Primal Fury
Bomberman Generation
Burnout
C = 0 3
Capcom vs. SNK: EO
Cel Damage
Crash Bandicoot
Crazy Taxi
D = 0 4
Dave Mirra BMX 2
Dinosaur Planet (Starfox)
Disney's Magical Mirror
Doshin the Giant
E = 0 5
Eighteen Wheeler
ESPN Int.Winter Sports'02
Eternal Darkness
Extreme G 3
F = 0 6
FIFA 2002
Fifa World Cup 2002
Freekstyle
G = 0 7
Gauntlet: Dark Legacy
Groove Adventure Rave
I = 0 9
Int. Superstar Soccer 2
Int. Winter Sports 2002
J = 1 0
J McGrath's S'cross World
J.Bond: Agent Under Fire
K = 1 1
Kelly Slater's Pro Surfer
L = 1 2
Legends of Wrestling
Lost Kingdoms
Luigi's Mansion
M = 1 3
Madden NFL 2002
Magical Mirror
Mario Sunshine
MX Superfly
Mystic Heroes
N = 1 4
NASCAR Thunder 2003
NBA 2K2
NBA Courtside 2002
NBA Street
NFL Blitz 2002
NFL Q'back Club 2002
NHL Hitz 2002
P = 1 6
Pac-Man World 2
Pikmin
R = 1 8
Red Card Soccer 2003
**Resident Evil**
Rogue Leader
S = 1 9
Sega Soccer Slam
Simpsons: Road Rage
**Sonic Adv. 2 Battle**
**Spiderman The Movie**
Spy Hunter
SSX Tricky
**Star Wars: Rog. Leader**
Startox Adventures
**Super Mario Sunshine**
Super Monkey Ball
Super Monkey Ball 2
**Super Smash B. Melee**
T = 2 0
Tarzan Freeride
Tarzan Untamed
The Simpsons: Road Rage
Time Splitters 2
Tony Hawk's 3
**Turok: Evolution**
U = 2 1
Ult.F.Champ: Throwdown
V = 2 2
Virtua Striker 3: V. 2002
W = 2 3
Wave Race: Blue Storm
World Cup 2002
**WWE Wrestlemania X8**
Z = 2 6
Zoocube
0-9 = 2 7
007 Agent Under Fire
18 Wheeler
2002 FIFA World Cup
Plus Many More...

**N64**

A = 0 1
Army Men: S's Heroes
B = 0 2
Backstage Assault
**Banjo Kazooie**
Banjo Tooie
Bomberman Hero
C = 0 3
Command & Conquer 64
Conkers Bad Fur Day
D = 0 4
Daikatana
Diddy Kong Racing
Donkey Kong 64
Doom 64
**Duke Nukem 64**
E = 0 5
Excite Bike 64
F = 0 6
F1 World Grand Prix
G = 0 7
**Goldeneye**
K = 1 1
Killer Instinct Gold
L = 1 2
Legend of Zelda
Lego Racers
Lylat Wars
M = 1 3
Mario 64
Mario Karts
Mortal Kombat Trilogy
N = 1 4
No Mercy (WWF)
P = 1 6
Perfect Dark
Pokemon Snap
Pokemon Stadium
R = 1 8
Resident Evil 2
**Road Rash 64**
S = 1 9
Shadowman
Star Wars: Racer
Star Wars: Rogue Squad.
Super Mario
Super Smash Brothers
T = 2 0
The World is not Enough
Turok 2
W = 2 3
WWF Wrestlemania '00
Z = 2 6
**Zelda**
Plus Many More...

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# Q&A UK

This month the spectacular scenes from *Resident Evil Zero* were still looming large in our bedazzled brains, so we wondered if any local shops had heard the buzz about the latest chapter in the *Resident Evil* saga.

## LOST KINGDOMS

**Q** I have been trying to beat the final boss, the God of Destruction, in *Lost Kingdoms*, but I can't win.

***Cari Glenfield***
***Abingdon, Oxfordshire***

Did you know? The famous MG sports car series was manufactured in Abingdon from 1930 until 1980.

**A** The God of Destruction has two main attacks. Get close to him and he'll throw a card, which casts a square shape beneath you — leap off it quickly or it'll explode. His second involves the summoning of four Elementals — move as far away as possible, as they will unleash a joint attack, reducing you to a measly 1HP. Keep to the edge of the arena as much as possible and don't bother using Independent cards as they'll be useless. Concentrate on using Summons and Weapons cards, such as Lich, Red Dragon and White Tiger. Keep hitting him from a distance with the most powerful cards you have and you'll do it.

Kada hopes the God of Destruction won't ruin her smock

### Local games store

- ***The Gamekeeper***
- ***Tel: 01491 413337***

31a Market Place, Henley-on-Thames, Oxfordshire, RG9 2AA

Gamekeeper told us that talk of a new *Resident Evil* game could be a rumour being spread, 'like something in *EastEnders*'. Yeugh! There are enough zombies in *EastEnders* already. 5/10

## ZELDA: ORACLE OF AGES/ORACLE OF SEASONS

**Q** I have completed both games (main linked), but I cannot get to Twinrova and Ganon. The Deku says 'we must not be misled by an easy path'. What does this mean and how do I get to Twinrova?

***John Burrows***
***St. Helens, Merseyside***

Did you know? Merseyside team Liverpool FC are the most successful club in Britain, although they are yet to win the Premiership.

**A** That Deku, nearly as mysterious as Yoda, he is. So, what's the nut waffling about? Well, after finishing the first of the two games in whatever order, you should have taken down the password and entered it in Secrets when you started the second game. This should have kicked off the second 'linked' adventure. At the end of this game, after defeating either Onox (*Seasons*) or Veran (*Ages*) you should see all three Flames lit, with Twinrova trying to sacrifice Zelda. You should then get to fight both Twinrova and Ganon in the Room of Rites, something which will only happen if you have correctly linked the second game by using the password at the beginning. Hope that helps.

### Local games store

- ***Gamestation***
- ***Tel: 0151 647 1718***

28 Milton Pavement, Grange Precinct, Birkenhead, Merseyside, CH41 2YA

Gamestation knew that the new *Resident Evil* game would be called *Zero*, although they were a bit optimistic with their UK release date of 'before Christmas'. 8/10

## GOLDEN SUN

**Q** I am stuck on *Golden Sun*. I've got up to Altin Peak, but I can only get to a sign talking about falling rocks. What do I do now?

***Jasper Sewell***
***West Wickham, Kent***

Did you know? The town of West Wickham, straddling the borders of Kent and Surrey, was the real-life setting for the *The 1940s House* television series which aired in January 2001.

**A** Once you reach the sign with the falling rocks, if you have the Force ability, face the tree stump and use Force to move it. A big boulder should then crash down, making a hole in the mine rail tracks, which you can climb down. If you don't have the Force ability yet, Garet should automatically have a temper tantrum and kick the tree, causing the boulder to fall and make the hole. If this doesn't happen, try using Psynergy on the tree until Garet gets mad and kicks it to set you on your way.

### Local games store

- ***Games World***
- ***Tel: 01304 202223***

44-46 High Street, Dover, Kent, CT16 1EE

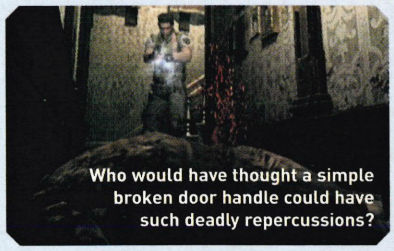
Oh dear. The staff at Games World were very friendly, but they said 'if there's anything coming out, we haven't heard about it'. They said there was no new *Resident Evil* game due in the near future, although they added that there would probably be a new game released eventually. All very vague and less than informative. 5/10

## RESIDENT EVIL

**Q** I need to get the Death Mask in the Portrait Room, but the door by the East Stairs Save Room with the dodgy handle has been used three times and is now broken. Is there another way in?

***Theo Fraser***
***Edington, Nr Bridgwater, Somerset***
Did you know? The last battle fought on English soil occurred on 6 July 1685 at Sedgemoor, just outside Bridgewater.

**A** It's still possible to access the South East Wing of the Mansion once the door knob is broken. From the Save Room head back up the East Stairs, then out onto the Main Hall Balcony. Go downstairs, head through the lower right-hand door and make your way round in an anti-clockwise direction, past the Shotgun Room and the Scary Bathroom. You should soon recognise familiar surroundings.


Who would have thought a simple broken door handle could have such deadly repercussions?

### Local games store

- ***GAME***
- ***Tel: 01823 321 558***

45 Fore Street, Taunton, TA1 1HR

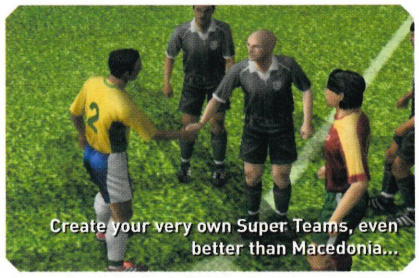
GAME told us that the provisional UK release date for *Resident Evil Zero* was 28 February 2003, but didn't know if it was another remake or not. 9/10

## INTERNATIONAL SUPERSTAR SOCCER 2

**Q** How do you get the other four Super teams in the International Cup?

***Callum Walker Hudson***
***Hackney, London***
Did you know? Hackney boasts many famous ex and current residents including the Sex Pistols' Johnny Rotten, Def Leppard guitarist Phil Collen and comedian Harry Enfield.

**A** To unlock the Euro Star team you have to win the Europe Cup with Italy, Germany, France, Holland, Portugal, Spain and England. For the Asia Star team, win the Asia/Oceana Cup with Australia, South Korea, Japan and Iran. For the Africa Star team, win the Africa Cup with South Africa, Nigeria and Cameroon. And for the America Star team, win the America Cup with Mexico, Argentina, Brazil, Paraguay and Chile.


Create your very own Super Teams, even better than Macedonia...

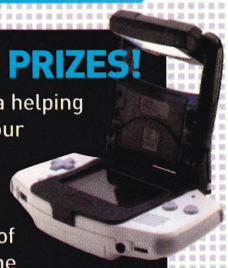
### Local games store

- ***Awesome Games***
- ***Tel: 020 8552 9899***

172 High Street North, London, E6 2JA

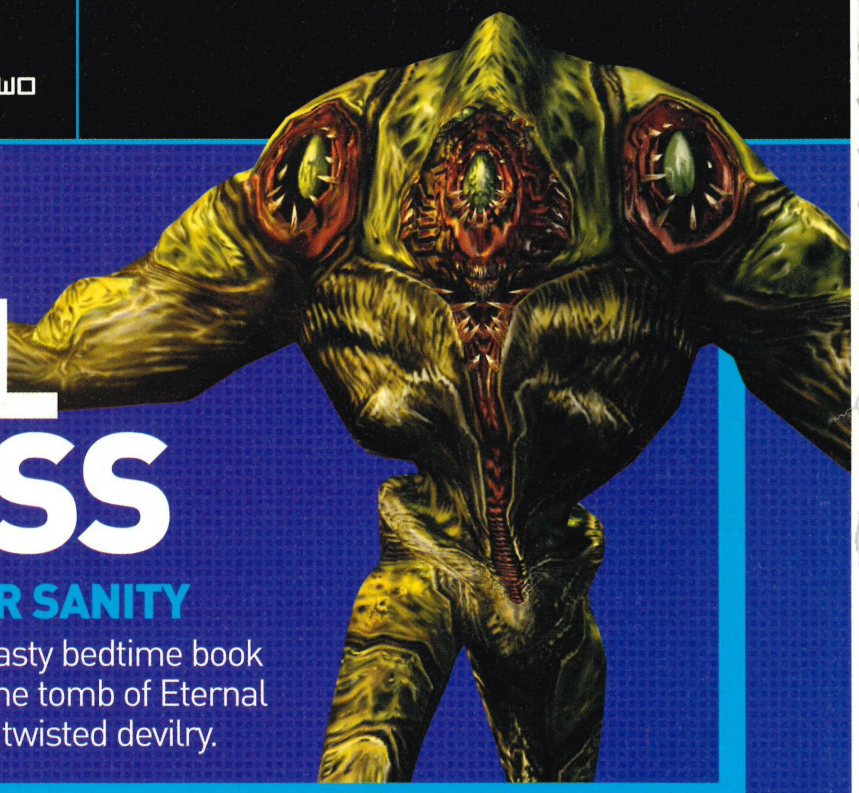
Awesome Games said that there would be no new *Resident Evil* game released 'for a long time'. Then they said that it might be released after Christmas, but that it wasn't definite. Oh dear. 4/10

## WRITE IN, WIN PRIZES!



If you're stuck and need a helping hand, why not scribble your problem down and send it off to us at *NOM*. If your letter gets in the mag, we'll send you one of these fab goodies from the nice people at Gamester. You'll get a cool ProRacer steering wheel for a GameCube query, or a Flo-Light for a GBA stumper.

GAMESTER



PART TWO

# ETERNAL DARKNESS

## MORE SECRETS TO SAVE YOUR SANITY

In Part One we met Alex Roivas and her nasty bedtime book of horrors. Here, Alex delves deeper into the tomb of Eternal Darkness, revealing more ancient tales of twisted devilry.

## CHAPTER SEVEN: HERESY

The year is 1485, the place Amiens in France back in the accursed cathedral where poor Anthony met his demise in Chapter Three. Ancient evil is about to wrap its tendrils around a humble monk called Paul Luther who arrives seeking refuge from the Inquisition. Brother Luther has low Health and Sanity levels, but a high Magick level to compensate for his physical and mental frailties.

### STAINED CLASS

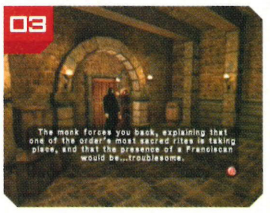
■ Go upstairs and use Red Dispel Magick on the stained-glass window to unseal it and get the Heresy Chapter. Now sit back and watch a cut-scene before entering the Cathedral.

### MURDER IN THE CATHEDRAL

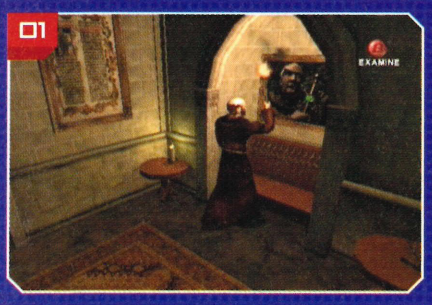
■ Once in the Cathederal, avoid the centre aisle. Use the left door to get the Crossbow and Podium Key.

■ Get the Torch and go up to the altar. Head down the stairs. Get the Book of Reliquaries and bolts.

■ Move down the passage and get the Mace from the wall. The hooded monk won't let you in, so go back.




### TROUBLE IN THE TOWER




■ You are imprisoned in the Tower, so you must try to escape and clear your name. Examine the Painting and take the Emerald. The Custodian will then come in and tell you to meet him in the Bell Tower.

■ When you try to leave the room you'll be spirited away to the Tome Shrine. Take the Tome and go back through the door to escape your cell. Head across to the opposite stairs and climb up to the Bell Tower.

## BODY OF EVIDENCE

■ Pull the rope to ring the bell and the Custodian will come running. He gives you the Old Tower Key and tells you to come back when you have concrete evidence of heresy.

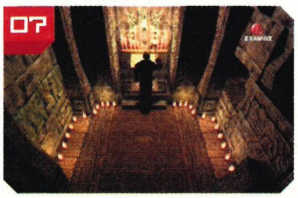
■ Head for the Old Tower. You'll see a Bone Thief attacking a hapless monk. Enter the left door where you'll have to fight the remains of Anthony. Cast a Green Damage Field to protect you during the battle.

■ Kill Anthony, then take his Two-Edged Sword and the Ruby. Now go to the Old Tower altar and get the Shield Scroll. Climb the steps to the next level. Get the Sheet of Music and the Diary Page.

■ Head back out to the main altar and use the Podium Key on the podium on the right side of the altar to get another Diary Page. Now go over to the left and try to play the organ using the Sheet of Music.

■ The Tabernacle will open, revealing a Five-Point Circle of Power. Take it and go down the secret steps. Use the door that was guarded by the hooded monk. Examine the Wine Barrel and turn the Spigot.

■ Use the Shield spell to protect you against the Horror in the Mausoleum. After killing it, get the Sapphire. Place the Sapphire, Ruby and Emerald in the pedestal at the back to reveal some downward steps.

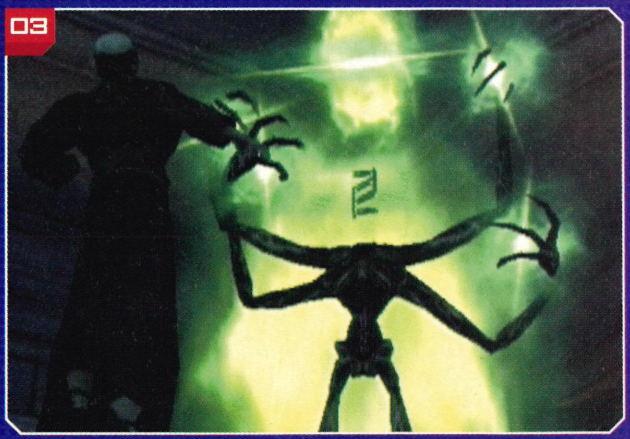



■ Fight your way through to a room with an Effigy of a monk in the corner. Head out via the west door to the Study. Push the bookshelf back and get the Codex and Diary Page from the secret altar behind.

## SACRIFICIAL LAMB

■ Take your evidence back to the Custodian in the Bell Tower. Take the Sacrificial Knife that he gives you back downstairs to the Effigy of the monk. Be warned, there are lots of monsters and Trappers in your way as you head back behind the altar.

■ Stick the knife in the monk's Effigy to open a secret door. Go through and use Red Five-Point Dispel Magick to remove the magical barrier. Keep going until you see the butchered Custodian lying on the slab, a very grisly human sacrifice.

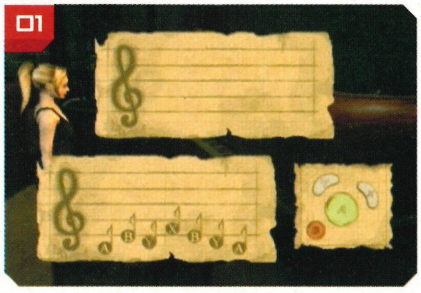



■ The hooded monk will set some Bone Thieves on you so chop them to bits before following him back to the room with the Effigy and through another door. When you reach the ornate door at the end of a series of corridors choose to enter and 'end the heresy'.

## ALEXIA TICKLES THE IVORIES

■ Back with Alex, after reading the note from Grandpa about 88 Keys, head for the Dining Room to the left of the Main Stairs. Examine the piano, then play the notes as instructed.

01

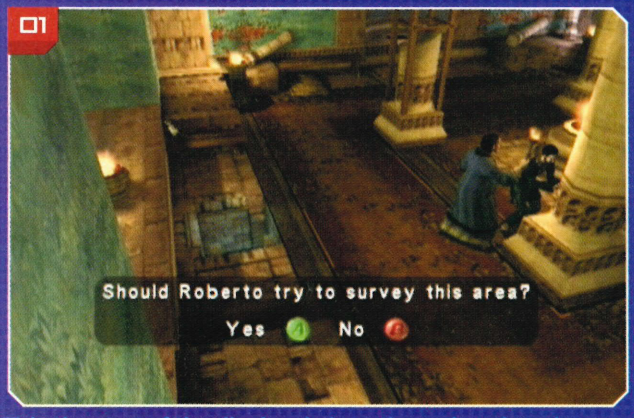


# CHAPTER EIGHT: THE FORBIDDEN CITY

Roberto Bianci is a Renaissance artist in 1460 Persia. He's been captured by a warlord and forced to survey the ruins of an ancient temple. Armed with just a torch, he moves systematically through the ruins, surveying each of the areas marked on the map with a cross. Portly Robbie's Health and Sanity levels are reasonably high, but he moves as fast as a one-legged camel in quicksand.

## SURVEYING THE SITES

01




■ At the start of the dig, head along the path and up the ladder. Talk to the worker then descend and walk along the next set of tunnels. Examine the dead slave. Climb up and do a structural examination on the shrine when prompted.

02

■ Get the Saif Sword and Crossbow bolts. Climb down into the Cage Area. Pull each of the levers in sequence to clear your way. Climb up, survey the next shrine and get the Crossbow bolts.

■ Use the ladder on the far side to be transported to the Tome Room. When warped back, carry on down the ladder. Talk to the worker and keep going down. Use the ladder next to the scaffolding.

03

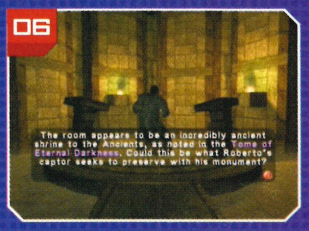
04

■ Get the Summon Zombie spell, then fight the Dark Guardian. Kill him and Dispel the green mist. Climb down the next ladder. Cast a Green Five-Point Shield as protection from the Horror's bolt attack.

05

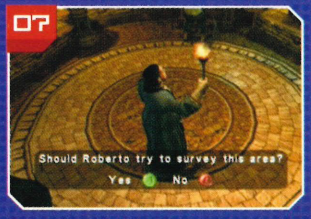
■ Summon a zombie and send it into the trap. When the gate rises, run across and down the right ladder.

06




■ After the cut-scene, pick up the Artefact and Ruby Effigy. Survey the room then head back to the Trap Room.

07




■ Go through the top-left door in the Trap Room. Enter the door on the right and survey the Small Room. The archaeologists will turn into Bone Thieves and attack you. Go back up and use the next ladder.

08

■ Use a Red Five-Point Reveal Invisible spell to get a bridge over the hot coals. Take the Forgotten Corridor Key and go back upstairs, picking up the Sapphire Effigy on the way.

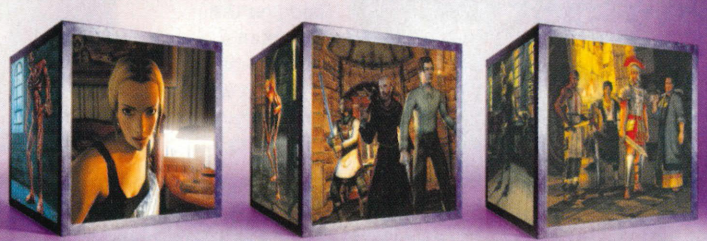
■ Use the Key, then cast Five-Point Shield. Slash the rope to lower the bridge. Perform your final survey and head back up to the surface.

09

NINTENDO GAMECUBE™

You don't play this game.
It plays with you.

ETERNAL DARKNESS™
Sanity's Requiem



Life's a game
www.nintendo-europe.com

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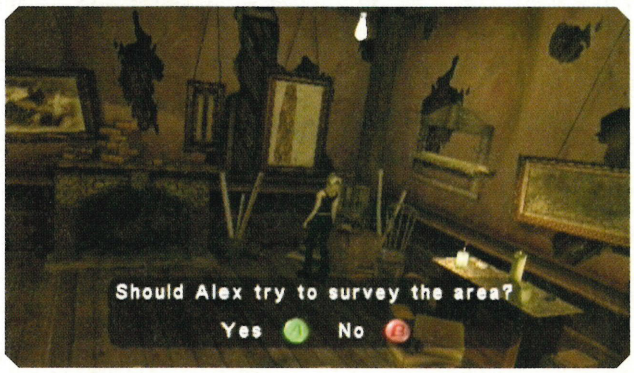
# CHAPTER NINE: A WAR TO END ALL WARS

The confines of Oublie Cathedral in Amiens are serving as a makeshift First World War hospital where photojournalist Peter Jacob is hoping to unearth some poignant stories from the wounded. Peter has a high Magick meter, but his Sanity and Health levels are average.

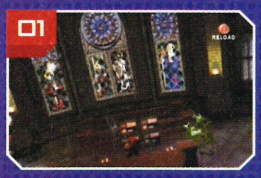
## ALEX DIGS THE DIRT




■ When you gain control of Alex, walk to the other side of the Study where you'll see and hear falling dirt. Have Alex survey the area just like Roberto in the story to get the next Page.

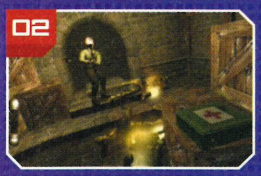
## RESTORE POWER

01



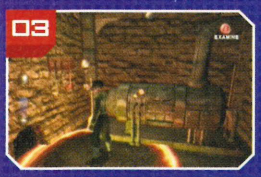
■ Try to leave the Tower and you'll be thrown back to the Tome Room. Take the Tome and go into the main body of the Church. Use the Flash Pan to stun the Bone Thieves.

02



■ Get the Music Sheet from the organ. Go to the Old Tower and send a zombie in through the side door to thin out the monsters. When it's safe, get some ammo and a torch.

03



■ Get the Two-Edged Sword and ammo. Leave the Tower, get the Rifle from the altar and go downstairs. Turn on the boiler in the Cellar, then send a Trapper through the hole.

04

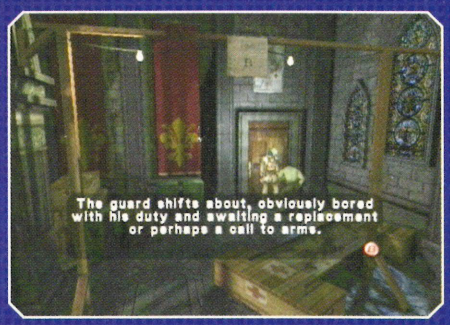
■ Teleport the soldier away so you can enter and get the Seven-Point Circle of Power. In the room on the right of the Cellar, use your Lucky Penny where the fuse should be.

05

■ Pull the generator lever. Now go and play the organ. The partially obscured note is 'Y'. Get the Door Handle and use Red Six-Point Reveal Invisible on the green symbol.

## SOLDIER'S ORDERS

■ Get the Soldier's Letter from the table and the Sealed Envelope from the podium. Open it to read the Soldier's Orders. Give them to the soldier near the Cathedral entrance to make him desert his post.




## DEATH TO THE GREATER GUARDIAN

01

■ Use the Handle on the door and keep moving, following the path that Paul Luther took. Push the shelf to reveal a secret door. Get the Key from the altar, go back and unlock the door.

02

■ Go down the stairs. Pick up the Magickal Attack Scroll. Go through the door to face a Guardian. Cast Shield and use Green Seven-Point Magickal Attack when it flashes.

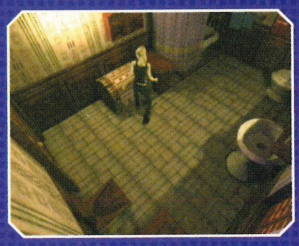
■ Hit the Guardian with a Five-Point Magickal Attack three times. Keep dodging the Guardian's physical attacks and hit it with Red Three-Point attacks to kill it.

03

# CHAPTER TEN: A LEGACY OF DARKNESS

Alex is starting to feel the weight of history crushing down on her as she reads about the exploits of Grandfather Edward back at the family mansion in 1952. Edward starts his adventure above ground, but soon ends up in a strange city underneath the house. His Health meter is low, but his high Sanity and Magick levels compensate.

## ALEX GET YOUR GUN



■ Get the Penny and talk to the ghost for the Key. Get the Shotgun and jam the Penny in the fusebox, then hit the breaker. Get the Diary and Chapter pages from upstairs.

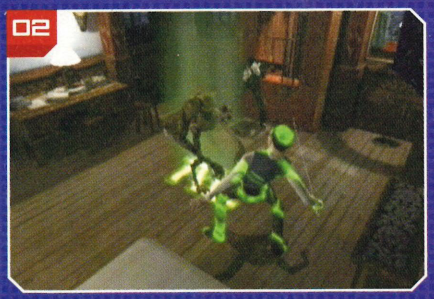
## SECRET STUDY

■ Take the Journal from the fireplace and examine it to get the Minute Hand. Head for the Study and listen to Max's Ghost. Get the Magick Pool Scroll and put the Hand in the clock. Go get the Sabre from the Dining Room.

■ Search the Bedroom to find the second Historical Journal and Hour Hand. Go downstairs and place the Hour Hand in the clock, then set the time to 3:33. Max will reveal the way to his secret Study and the Tome.

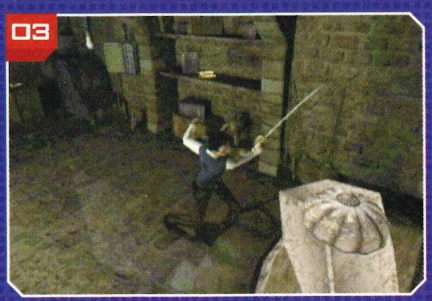
## BASEMENT BONE THIEF

■ Get the Revolver and head to the Library. Kill the Bone Thief maid and get half a Key. Head into the Hall. When the next servant is attacked, rush up to the Bedroom.

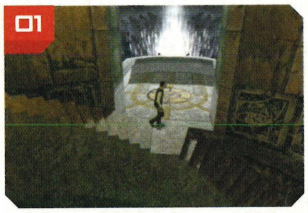



■ Save the servant to get the Gun Cabinet Key. Get the Elephant Gun from the other Bedroom. Rescue the servant in the Gun Cabinet Room and he'll give you some ammo.

■ Get the rest of the Key and enchant both halves. Go to the Basement and cast Reveal to see the monster. Bash the Obelisk until it smashes to get some Scrolls.




## ENCHANTED CHAMBERS




■ Go inside the Temple in the ancient city of Ehn'gha. Use Shield and enchant your weapons to kill the monsters.

■ Enter the Array Chamber and save. Access the bottom left of the Rune Arrays to open a portal and enter.

■ Go to the other side of the Tower and scribe the Rune. Now go back through the teleporter and pull the lever to open the exit and return to the Array Chamber. Repeat the same steps for each Array.

■ If you've done it right, the ninth Array will trigger a warning for you to exit. Enter the portal and cast Seven-Point Shield and Magick Pool. Dispel Magick to remove the Guardian. Pull the lever and run.

## ALEX GETS THE AXE

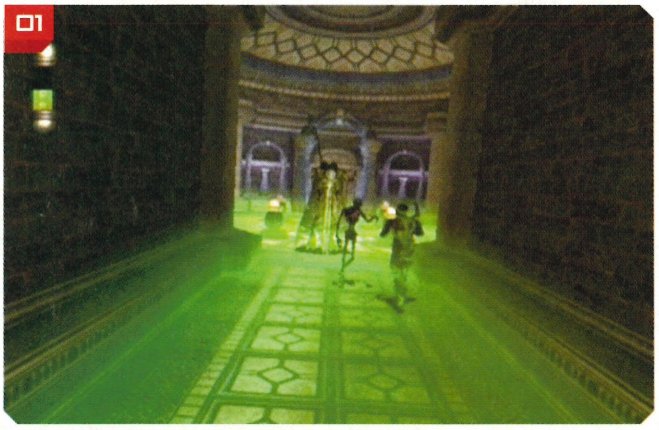
■ Get the Axe in the Basement and go back up to the Servants' Quarters. Use the Axe on the patch of wallpaper. Step inside.

■ Cast Blue Five-Point Dispel Magick. Get the Stethoscope and Page. Go downstairs and crack the safe (>60, <80 and >45).

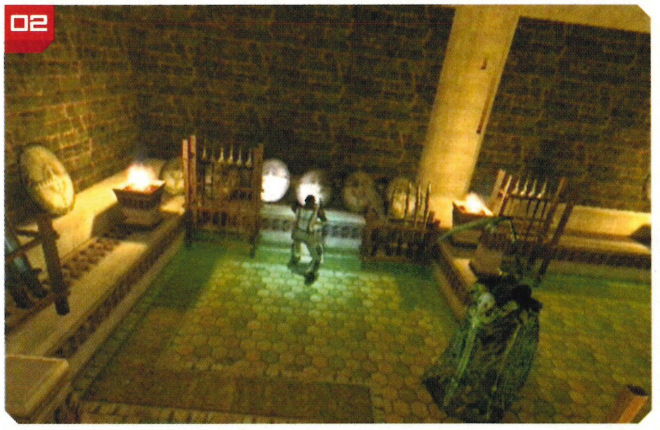
# CHAPTER ELEVEN: ASHES TO ASHES

Back to the Middle East again, but this time it's 1991 and the aftermath of the Gulf War. Mike Edwards is a fireman trying to extinguish the oilfield infernos. After a catastrophic explosion, he plummets into the ruins below. Mike's Magick and Sanity levels are average at best, but his Health and Strength meters are very robust making him a formidable modern-day warrior.

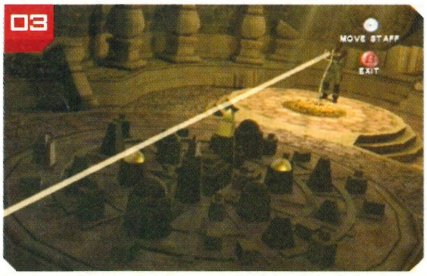
## CRAWLING FROM THE WRECKAGE




■ Get the Artefact from Roberto's Ghost and take the Ruby and Sapphire Effigies. Get the Assault Rifle, Pistol, Grenades and ammo. Use the double doors and run past the monsters.




■ Go down the ladder and along the corridor. Use the left ladder and get the Gold Amulet. Climb down and then use the right ladder. Combine the Staff and Amulet in the middle of the room.

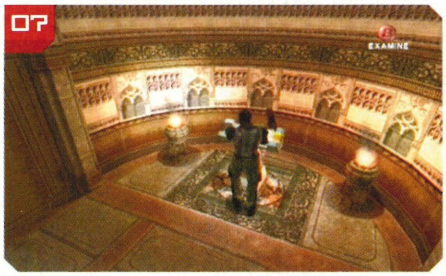



■ Go down the corridor and up the ladder at the end. Put the Gold Staff in the hole and shine light on all the gold buildings.

■ Use the ladder to access the Tome Room and get your Magick back. Keep going down to find a Trapper Room. Use the next ladder.

■ Go down the next ladder. Cast Dispel Magick to get the Emerald Effigy. Keep moving until you reach the Portrait Room.

■ In the room with three portraits, place the Effigies below them in the right order to reveal the secret steps.




■ Take the Gladius. In the Outer Room get a Trapper to remove the Obelisk. Get the Bind Scroll from below and cast it on the barrier.

■ Grab the Explosives. Combine them with the Caps and enchant the C4 Bomb. Put it in the centre of the bridge. Run like hell.

# CHAPTER TWELVE: ETERNAL DARKNESS

This last tale is all about Alex. It's time for her to put the hideous Tome away and get down to some real action, following in the footsteps of her grandfather in an attempt to prevent the most unholy of evils being unleashed upon the world. Luckily, Alex excels in Sanity, Magick and Health.

## ALEX IN CONTROL

01

■ In the Library, get the Heart of Mantarok from behind the Demonic Book. Now head for the Observatory. Make the mirrors shine on the globe and move the Basement mechanism.

■ Enroute to the Basement a parcel will be found containing the Essence of Ulyaoth and the Enchanted Gladius — vital for the final battle. Go down the ladder to the hidden city Temple. Save before entering.

02

03

■ Once you enter, the Temple door is sealed. Cast Red Seven-Point Dispel to remove the barrier around the Rune Array Chamber. Also cast a Seven-Point Shield so that you can cross the chamber floor.

■ Inside the chamber, get the two Pedestal Fragments. Combine them to form the Broken Pedestal Top. Cast Enchant to fix it and place it on the Podium. Put the three Artefacts on the plinths.

04

05

■ You can now access the Arrays in exactly the same clockwise sequence as Edward did, starting with the bottom left. Go through the portal each time in the same way and scribe the Runes.

■ On returning to the chamber after engaging the ninth Array and scribing the ninth Rune, you'll be prompted to save your game before entering the portal. This will only happen if you've done it in the right order.

06

## FINAL BATTLE

01

■ Cast Shield and Magick Pool and equip the Enchanted Gladius. Bash Pious to reveal the Artefact then hit it. Do this twice more and you'll gain control of all the previous characters.

02

■ Each of the characters must now hit Pious and the Artefact in turn with Alex. You'll then enter the third and final stage of this colossal battle. A one-on-one with Pious.

## ETERNAL VICTORY

■ Cast Shield and Recovery when Pious teleports. As he returns, stick close to him to stop him using his Magick. Hit him about nine times with the Gladius and you'll win.

PART TWO

# TIMESPLITTERS 2

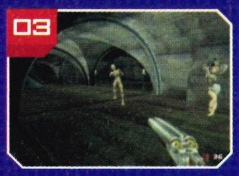
## FIND THE TIME CRYSTALS

Last month we got you started. This time around, we'll sink our teeth into the meat and gristle filling of our monstrous three-part guide, lifting the lid on all the sticky bits that will have you chewing your fingernails and pulling out your hair. Get ready to save time.

## RESCUE THE MAIDENS

■ At the start of the level, go round the corner and then left. The area is infested with zombies who start off slow, but have an alarming habit of suddenly charging at you very rapidly, so take them out as quickly as you can with head-shots.

■ Open a gate in the next sewer, enter and pull the next lever. Go upstairs and into a room full of barrels. Take out the zombies.




■ Go through the hole and you'll find the first maiden. First kill the monster then release her. Get the shield on the left.

■ Shoot the lock and make sure it's safe before you set her free. Ignore the next maiden — she's actually a zombie.

■ Don't free the next maiden yet or she'll walk straight into the zombies. Keep her close and repel the fiends. Release her when safe.

■ Go up the stairs to find the Checkpoint. Head straight for the altar and get the Time Crystal. Quickly kill the monks and nab their Luger.

■ Go through the rear door and up the stairs. Get another Luger from the monk. Use the rope to lower the maiden and kill the last of the zombies.

## NOTRE DAME: PARIS 1895

**Main Objectives**

★ Rescue the maidens
★ Fight off the Portal Demon
★ Eliminate Jacques de la Morte

## FIGHT OFF PORTAL DEMON

■ Enter the other side door and use the stairs. At the top you'll see the Demon. Strafe it, moving around the balcony. Take out the zombies when it's dead.

## ELIMINATE JACQUES

■ Head to the right and you'll emerge on the roof. Keep killing until evil Jacques appears. Kill him then head for the Time Portal that opens behind you.

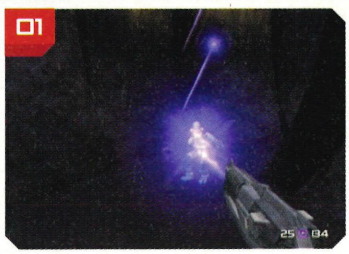
# RETURN TO PLANET X: 2280

**Main Objectives**

- ★ Repel the beach attack
- ★ Locate the crashed UFO
- ★ Find the UFO base
- ★ Retrieve the Time Crystal

## REPEL THE BEACH ATTACK

01



■ Go straight ahead to get the Sci-Fi Handgun, then drop down the nearby hole. Keep moving through the caves.

02

■ Use the hole at the end of the caves to find the alien shore. Run to the edge of the beach to trigger a full-scale Mox invasion.

## LOCATE THE CRASHED UFO

01

■ After the beach massacre, a door in the right cliff face will open. Enter and climb the path, but don't waste ammo on the insects. Emerge into daylight to find the crash site.

## FIND THE UFO BASE

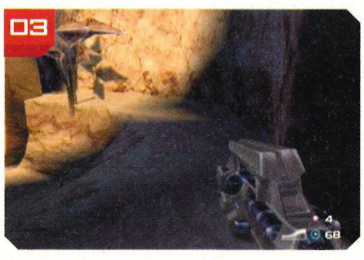
01

■ Head for the bright light below the UFO to get inside. Find the outer ring and turn off all the cameras.

02

■ Use the hole to reach the Checkpoint. In the clearing down the tunnel, follow the narrow passage on the right.

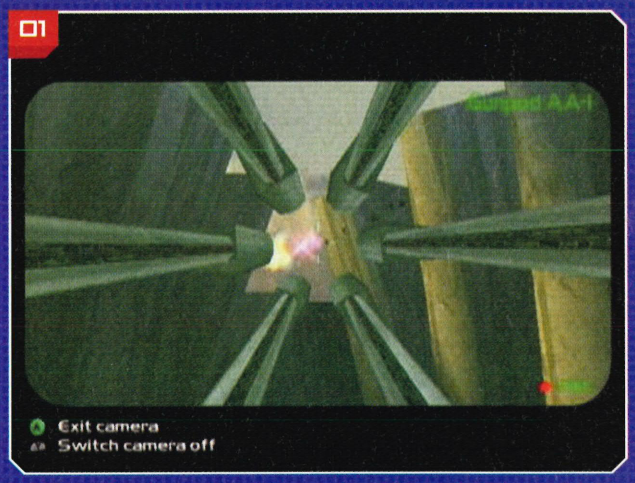
03



■ When you reach the bridge with the hive above it, use your Homing Launcher to kill the insects. Cross over and clear out the next hive. At the top, head up until you reach the alien spaceship.

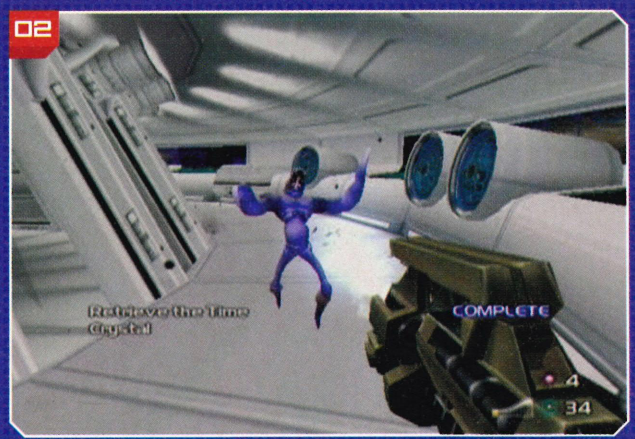
## RETRIEVE THE TIME CRYSTAL

01




■ After shooting down the escaping UFOs with the camera guns from inside the spaceship, head outside, down the slope and into the last UFO. Run along the walkway, killing the many aliens who try to get in your way, until you reach an inner chamber.

02




■ The Time Crystal you're after is located in the outer ring of this chamber. Be careful when you find it as those fiendish Mox aliens will sneak up on you when your attention is diverted. Blast all of the blighters, then head back to the inner chamber and escape via the waiting Time Portal. Job done.

# NEO TOKYO: 2019

**Main Objectives**

- ★ Follow the Hacker to the research area
- ★ Gather evidence of the TimeSplitter machine
- ★ Deactivate the TimeSplitter machine
- ★ Retrieve the Time Crystal

## FOLLOW THE HACKER

01

■ Follow the Hacker, but keep back so that she doesn't hear you. Instead of following her down the steps, cross the bridge and then descend.

02

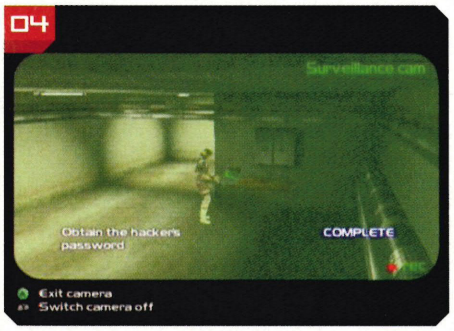
■ Get weapons and ammo from the mall and wait for the Hacker to pass you, then follow her. Use your Uplink to avoid the cameras.

03

■ Hide behind a pillar to avoid the police. Don't lag though or you'll lose the Hacker when she eventually heads left. Follow her discreetly down the steps and go into the sewers.

■ When she eventually enters the research area, dodge into the Security Office on the left. Access the camera console to view the Hacker entering her password.

04



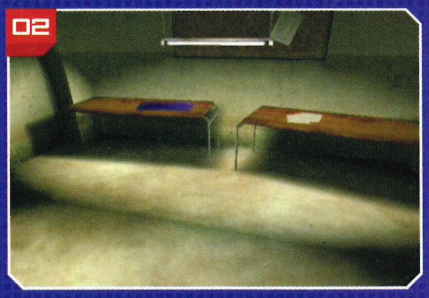

## GATHER EVIDENCE

01

■ Shoot all the guards in the head with a silenced weapon. Access the Laptop to get a code. Get the Digital Camera and find an SBP90 Machine Gun and Astro Ladder Cart in the lockers.

■ Enter the next room and use the Digital Camera on the blueprints. Photograph the strange-looking machine on the left of the large locked room. Upload the evidence using the desktop PC.

02



## DEACTIVATE TIMESPLITTER MACHINE

■ When the security alert starts, first shoot out the two gun cameras which are now active, one in the hall and one next to the previously locked room. The room is now open, so run inside and press the power switch in the top-right corner.

## RETRIEVE THE TIME CRYSTAL

■ Run back out to the main street. You'll notice that in the main mall area some of the attackers are dressed more like spacemen than the regular Neo Tokyo natives.

01

02

■ Keep shooting the aliens until one of them drops the Time Crystal. Now go back past the sewer entrance and round the corner. A doorway will appear, revealing the Time Portal.

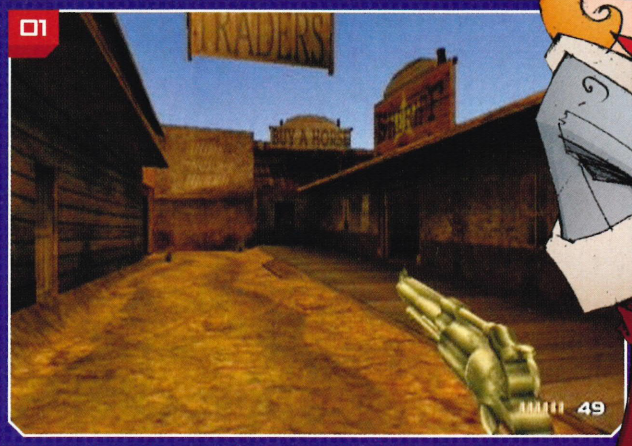
# WILD WEST: 1853

**Main Objectives**

- ★ Rescue Romana from jail
- ★ Put out the fire
- ★ Eliminate the Colonel
- ★ Retrieve the Time Crystal

## RESCUE ROMANA FROM JAIL

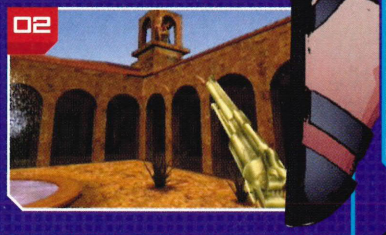
01



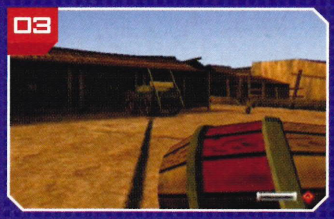

■ First clear the streets of bandits, not forgetting to use your rifle sight to take out the snipers on the rooftops. When the coast is clear, head for the Sheriff's Office. Get some Gunpowder from the chest in the right side of the building.

■ Head back outside and through the dark alleyway on the right side of the Sheriff's Office, under the Buy A Horse sign. You'll emerge in a courtyard with a pretty fountain and a less pretty sniper in the tower.

02

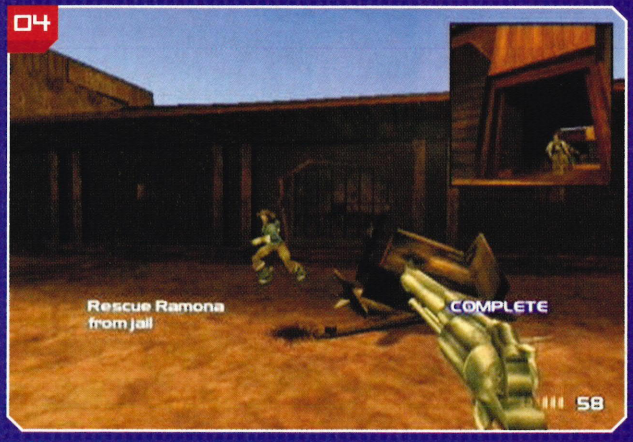


03



■ Go through to the yard on the left. Get behind the cart and push to start it rolling towards the jail. Select the Gunpowder barrel and lay a powder trail towards one of the small crates.

04




■ Shoot the crate to ignite the Gunpowder and blow a hole in the wall of the jailhouse, allowing Romana to run to freedom. Keep your guns cocked and loaded as the explosion attracts a pack of lead-packing, trigger-happy cowboys to the scene.

## PUT OUT THE FIRE

01

■ Head back to Main Street and through the door opposite the Sheriff's Office. Take out the snipers and make for the burning barn.

02

■ Go inside the barn and up the stairs. Shoot the barrels suspended above the fire to put it out and rescue the girl. Now head on up Main Street.

## ELIMINATE THE COLONEL

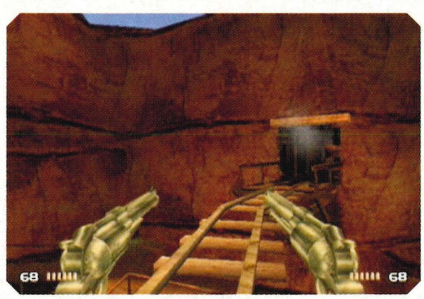
01

■ Head into the mine and emerge to face the Colonel's men. Shoot as many as you can, then head for the shack in the top-left corner.

02

■ Inside the hut, crouch and prepare to repel all comers at the door. This makes you much harder to hit and you won't get surrounded.

## RETRIEVE THE TIME CRYSTAL

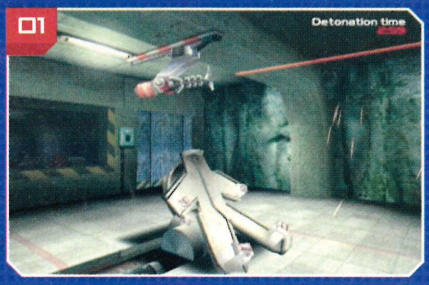



■ Pull the large lever to the left of the stove in the shack, then head back into the mine. Push the cart and it will roll along the tracks and crash into the Keep Out sign. Follow it to get the Crystal.

# ATOM SMASHER: 1972

**Main Objectives**
★ Defuse the bombs
★ Activate the Reactor

## DEFUSE THE BOMBS




■ When the laser burns open the door, run through and turn off all the cameras. Take the Uplink and open the door. Sneak up on one of the guards and punch him.

■ Grab the guard's Silenced Pistol, then go straight ahead. Approach the scientist and he will defuse the first bomb for you. Now head back towards the room you escaped from but turn right before you reach it.

■ Move among the boxes, taking out the guards. Go through the door and look left, ignoring the cowering scientist for now. Shoot all the guards then get the scientist to defuse the second bomb.

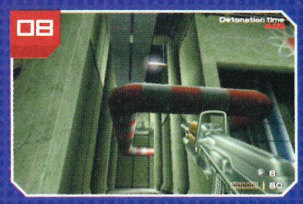
■ Head up the stairs to reach the Checkpoint. Look under the stairs for the Remote Mines and turn the valve. Go up the stairs again, then use a Fire Extinguisher on the blaze to make the Fire Door open.

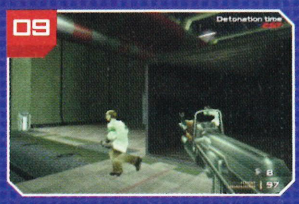
■ Enter the next area and shoot the guard and the special ops soldier. In the next corridor you'll face an onslaught of security men, but don't take too much time as the clock is ticking.

■ Enter the door on the right and turn the large valve. Now head back outside and enter the room opposite. Access the camera console, which doubles as a magnet. Move the magnet up and down.

■ Activate the magnet so that it can pick up the moving bomb. This is quite tricky and takes some intricate lining up. When you finally manage to grab it, move the bomb over the container.

■ Drop the bomb into the container and defuse it. Head out and continue down the main corridor. At the end, put out another fire to open the door. Take out the two snipers on the walkways.




■ Go left to find an area full of crates and guards. Take care of the guards then look for two scientists hiding in a crate at the back. They'll defuse the bomb. Go through the next door and up the left ramp.

## ACTIVATE THE REACTOR

■ The Reactor activation switches are the lights directly behind Khallos during your final battle. Press these lights in the correct order to achieve your final objective of activating the nuclear Reactor.

## NEXT MONTH

We know you're dying to shoot some monkeys and next issue the fur starts flying in the Aztec jungle. Don't miss the ape-mazing finale to *NOM*'s ultimate *TimeSplitters 2* guide next month.

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NINTENDO GAMECUBE

# 怪「

「外 128円

GODZILLA DESTROY ALL MONSTERS MELEE



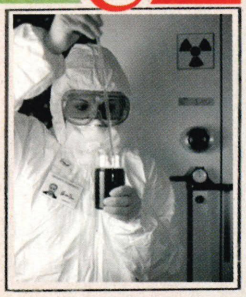

速報！

# ゴジラ目「！

キック、パンチ、ジャンプ、その他のミサイル技や防備といった破「技能に加え、凄まじいコンボシステムや、オリジナル映「での各種怪「「特の特殊攻「技を「見しよう。

4 PLAYER FIGHTING MAYHEM

## 今後の最新情報と新たな展開については、godzillagame.com をご「下さい。



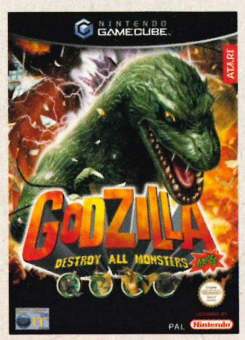
世界中の主要都市各地で巨大怪「が次「と目「されております。これらの怪「が、ここ最近、地球的規模でなされている大規模破「の原因であり、政府はこれらの恐怖怪「に「抗するため、元祖東「ゴジラを「動させることを決定しました。

世界支配をもくろむ地球外生物は、「に地球に降りたち、いまや地球資源をうばい、人間を奴隷化しようとしています。彼らはマインドコントロ「ル光線で、ゴジラの永遠のライバルたちをまんまと支配しています。

CHOOSE FROM MANY MONSTERS AND 5 MODES OF PLAY

地球の運命が掛かっている。巨大なスケールの最強怪獣たちとの闘いが、他の追随を寄せ付けぬ圧倒的巨編スペクタクルをお約束します。防衛軍も特別参加。我々の都市を守るため、只一つの指令を全うする：撃って、撃って、撃ちまくれ!

FOIL AN ALIEN PLOT TO RULE THE WORLD




ATARI

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Nintendo®
OFFICIAL MAGAZINE

# TNT BUYER'S GUIDE

WITH SO MANY HOT TITLES ARRIVING, WE'VE HAD TO DROP ALL THE 6/10s INTO THE GAME BIN! TURN OVER TO SEE WHAT'S HOT AND WHAT'S NOT.

**TNT: GOLD – 10/10**
Gaming perfection

**TNT: MUST BUY – 9/10**
Almost perfect

| | |
|---|---|
| 10 | HIGHLY RECOMMENDED |
| 9 | GOOD |
| 8 | AVERAGE |
| 5 | COULD BE FLAWED |
| 4 | POOR |
| 3 | DIRE |
| 2 | DISASTROUS |
| 1 | A DISGRACE |

## AGGRESSIVE INLINE

■ 1-2 Players ■ Issue 121
■ Memory / 57 Blocks

■ **Our Verdict** More extreme sports tomfoolery glides onto the GameCube in this inline skating sim. It's worth a look for its original challenges and levels, but it nearly takes up a whole Memory Card!

Price £39.99

7

http://www.acclaimuk.com

## BEACH SPIKERS

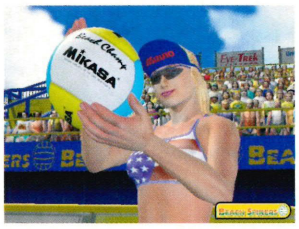
■ 1-4 Players ■ Issue 121
■ Memory / 3 Blocks

■ **Our Verdict** One of the finest multiplayer sports games to grace a Nintendo, this beach volleyball game is easy to learn and stars lovely ladies in bikinis. One-player has its limitations though.

Price £39.99

8

http://www.sega.com




## BLOODY ROAR EXTREME

■ 1-2 Players ■ Issue 116
■ Memory / 3 Blocks

■ **Our Verdict** Mutant fighters go one-on-one in this GameCube beat-'em-up. Choose from 16 fighters who have the power to morph into a lion, rabbit and even a bat. A tough fighter with great replay value.

Price £39.99

8

http://www.activision.com

## BURNOUT

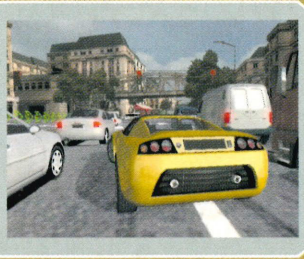
■ 1-2 Players ■ Issue 116
■ Memory / 4 Blocks

■ **Our Verdict** Acclaim's street racer is still a regular in the *NOM* office and with its mix of ramped-up arcade gameplay, pin-sharp graphics and incredible speed, you'll be burning out for months.

Price £39.99

9

http://www.acclaimuk.com



## CEL DAMAGE

■ 1-4 Players ■ Issue 116
■ Memory / 2 Blocks

■ **Our Verdict** GameCube's first foray into cel-shaded games produces a racer packed with crazy weapons, violent smashes and an excellent multiplayer mode. Shame it doesn't last long on your own.

Price £39.99

7

http://www.uk.ea.com

## DARK SUMMIT

■ 1-4 Players ■ Issue 117
■ Memory / 4 Blocks

■ **Our Verdict** Strange things are happening at the summit of Mt. Garrick and you've got to find out what. Race (or rather trudge) down the slopes in this fun but limited snowboarding/adventure title.

Price £39.99

7

http://www.thq.com

## DRIVEN

■ 1-2 Players ■ Issue 116
■ Memory / 5 Blocks

■ **Our Verdict** The dire film turns into a very respectable racer. Enter the Zone for eye-watering speeds and try beating Story mode on tracks from New York to Germany. Just don't expect an easy ride.

Price £39.99

8

http://www.bam4fun.com

## EGGO MANIA

■ 1-2 Players ■ Issue 121
■ Memory / 3 Blocks

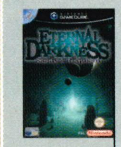
■ **Our Verdict** Kind of like *Tetris* in reverse, this block building game relies on addictive puzzle action as you try and beat your egg buddy to the rescue ship at the top of the screen. Good price, too.

Price £29.99

8

http://www.kemco-europe.com

## ETERNAL DARKNESS



■ **Our Verdict** A truly unique and original game with a great script and cut-scenes, *Eternal Darkness* will leave you spooked, stumped and speechless. Some of the earlier levels are slow, but act as a tutorial so that on later stages you'll be prepared for the worst.

But what really sets the game apart is its innovative Sanity system, a feature that means you literally can't believe your eyes.

■ **Reader Verdict** If you though *Resident Evil* was scary you've got to get this. Nintendo hasn't given us another cute adventure here — this will even scare serial killers. With two routes to the end, this horror is an essential GameCube purchase. **Ian String**

1 Player

8 Blocks

Issue 122

**Website** http://www.eternaldarkness.com

Price £44.99

9

## EXTREME G-3

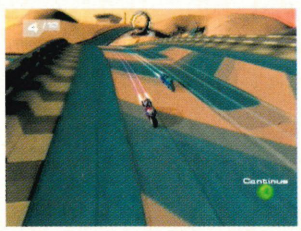
■ 1-4 Players ■ Issue 117
■ Memory / 3 Blocks

■ **Our Verdict** Putting the series back on track, the third instalment has a wicked turn of speed and some mental tracks. With no slowdown in multiplayer, speed freaks would be wise to take a look.

Price £39.99

8

http://www.acclaimuk.com



## F1 2002

■ 1-4 Players ■ Issue 118
■ Memory / 4 Blocks

Price £39.99

7

■ **Our Verdict** Coulthard & Co bring the F1 world alight to give race fans an authentic looking game. Those less patient will hate the load times and cars that tend to spin and get damaged far too easily.

http://www.ea.uk.com

## FIFA 2003

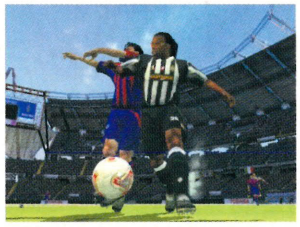
■ 1-4 Players ■ Issue 122
■ Memory / 52 Blocks

Price £39.99

8

■ **Our Verdict** After the awful *2002 FIFA World Cup*, we were expecting the worst, but *FIFA 2003* is anything but bottom-three material. Great graphics and playability make this a serious title contender.

http://www.ea.uk.com



## FREEKSTYLE

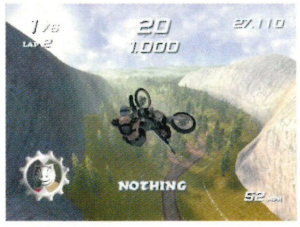
■ 1-4 Players ■ Issue 121
■ Memory / 2 Blocks

Price £39.99

7

■ **Our Verdict** From the studio behind *SSX Tricky* comes this dirt bike trick fest. There's a huge array of bikes and riders and the track designs make this exceptional, but it's also a very unforgiving ride.

http://www.uk.ea.com




## ISS2

■ 1-4 Players ■ Issue 116
■ Memory / 5 Blocks

Price £39.99

8

■ **Our Verdict** A firm football favourite at *NOM*, *ISS2* is dead easy to pick up and looks better than ever. Shooting is very sensitive and you'll have to build up your play to get an opening.

http://www.konami-europe.com

## JAMES BOND 007 IN... AGENT UNDER FIRE

■ 1-4 Players ■ Issue 118
■ Memory / 3 Blocks

Price £44.99

7

■ **Our Verdict** It's not quite as classy as *GoldenEye 007*, but it stays true to the Bond name. It doesn't offer much challenge to veterans, but the mix of driving and shooting makes it worth a look.

http://www.ea.uk.com

## KELLY SLATER'S PRO SURFER

■ 1-2 Players ■ Issue 121
■ Memory / 10-14 Blocks

Price £39.99

8

■ **Our Verdict** Activision's 02 line-up doesn't just feature *Tony Hawk* as this game will testify. Nearly two hours of beautiful footage sets the scene for a refreshing challenge. Be prepared, it takes time to master.

http://www.activision02.com

## LOST KINGDOMS

■ 1-2 Players ■ Issue 119
■ Memory / 2 Blocks

Price £39.99

7

■ **Our Verdict** Formally known as *Rune* in Japan, this exclusive GameCube RPG will leave you obsessed collecting cards for some excellent monster battles. Worth a look while you wait for *Zelda*.

http://www.activision.com

## LUIGI'S MANSION

■ 1 Player ■ Issue 116
■ Memory / 3 Blocks

Price £39.99

8

■ **Our Verdict** Mario's younger, lankier brother steals the limelight in a game that shows you exactly what GameCube can do. Catch ghosts and save Mazza in a classic that's a little too short for some.

http://www.nintendo-europe.com

## MADDEN NFL 2003

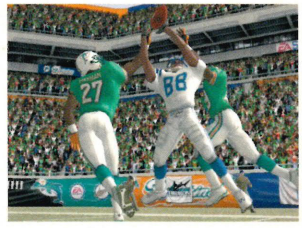
■ 1-2 Players ■ Issue 121
■ Memory / 59 Blocks

Price £39.99

8

■ **Our Verdict** American football won't suit everyone, but if you're a fan this is one of the best *Madden* titles in ages. Superlative mini-games and a 30-season Franchise mode make it Superbowl material.

http://www.uk.ea.com



## MX SUPERFLY

■ 1-2 Players ■ Issue 121
■ Memory / 8 Blocks

Price £39.99

7

■ **Our Verdict** Not quite as good as *Excitebike 64* or EA's *Freekstyle*, THQ's motocross racer is a little too realistic for its own good and that ruins the fun. Freestyle mode and the mini-games don't quite save it.

http://www.mxsuperfly.com

## NBA COURTSIDE 2002

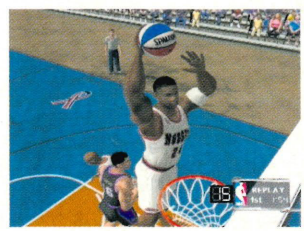
■ 1-4 Players ■ Issue 117
■ Memory / 7 Blocks

Price £39.99

8

■ **Our Verdict** It may not be every GameCube owner's sport of choice, but this basketball sim features incredible A.I. and a mint passing system. It's just a shame that only fans of the sport need apply.

http://www.nintendo-europe.com



## NEED FOR SPEED

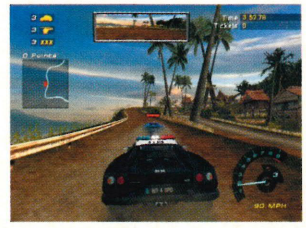
■ 1-2 Players ■ Issue 122
■ Memory / 7 Blocks

Price £39.99

7

■ **Our Verdict** This is a tidy little racer with plenty of cars and game modes, but it has problems in the handling and speed departments. If you want seriously eye-watering race action, grab a copy of *Burnout*.

http://www.ea.uk.com



TNT: GOLD - 10/10
Gaming perfection

TNT: MUST BUY - 9/10
Almost perfect

| | |
|---|---|
| 8 | HIGHLY RECOMMENDED |
| 7 | GOOD |
| 6 | AVERAGE |
| 5 | COULD BE FLAWED |
| 4 | POOR |
| 3 | DIRE |
| 2 | DISASTROUS |
| 1 | A DISGRACE |

## NHL HITZ 20-02

■ 1-4 Players ■ Issue 116
■ Memory / 8 Blocks

■ **Our Verdict** Over the top and over here, ice hockey breaks the rules with dirty play and skaters who catch 'fire' if they score loads of goals. A multiplayer must, this lacks one-player depth.

http://www.midway.com

Price £39.99

7

## NHL HITZ 20-03

■ 1-4 Players ■ Issue 122
■ Memory / 8 Blocks

■ **Our Verdict** Emerging just six months after its predecessor, *NHL Hitz 20-03* is not much more than a solid evolution of *NHL Hitz 20-02*. Don't expect much more than a fun-for-a-while arcade game.

http://www.midway.com

Price £39.99

7

## PIKMIN

■ 1 Player ■ Issue 118
■ Memory / 4 Blocks

■ **Our Verdict** Shigeru Miyamoto has done it again with a puzzle-solving strategy game featuring cuddly Pikmin. Totally mad, but a gem to play. *Pikmin* misses a top score as it's just too short.

http://www.nintendo-europe.com

Price £39.99

8

## PRO RALLY

■ 1-4 Players ■ Issue 122
■ Memory / 3 Blocks

■ **Our Verdict** The GameCube's first rally game is packed with tracks, cars and great graphics. Unfortunately, it lacks the precise controls to make it a truly essential driving experience.

http://www.ubisoft.co.uk

Price £39.99

7

## RED CARD

■ 1-2 Players ■ Issue 119
■ Memory / 12 Blocks

■ **Our Verdict** Just what *NHL Hitz* is to ice hockey, *Red Card* is to football. Crunching tackles and fast-flowing action make this a change to the usual realism of *FIFA* and *ISS2*. Great two-player mode.

http://www.midway.com

Price £39.99

8

## SEGA SOCCER SLAM

■ 1-4 Players ■ Issue 122
■ Memory / 5 Blocks

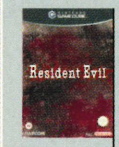
■ **Our Verdict** They call it soccer, we call it football, but *Sega Soccer Slam* is something completely new. And that makes it a breath of fresh air, with an emphasis on gruesome tackles and mate-bashing fun.

http://www.sega.com

Price £39.99

8

## RESIDENT EVIL



■ **Our Verdict** Amazing to look at and packed with skin-crawling scares to make grown-ups scream and wet themselves, *Resident Evil* is one of the top horror games to buy for your GameCube.

With over 15 hours of gameplay, two characters to control and a heap of puzzles to solve, this slick product will certainly keep you busy. Just a word of warning though, this isn't for young Nintendo fans.

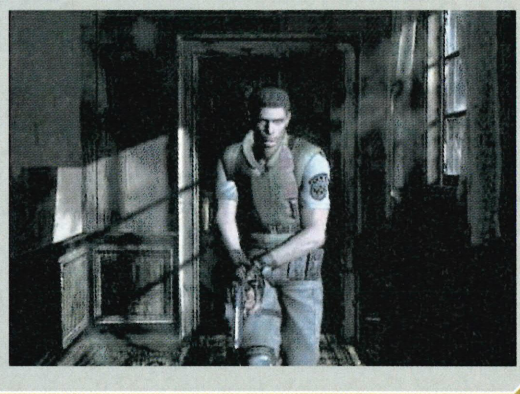
1 Player

8 Blocks

Issue120

■ **Reader Verdict** I thought *Resident Evil 2* on the N64 was scary, but this is loads more frightening. Whether it's the battle with Yawn the snake, Neptune the shark or the final boss, you'll be waking up at night in a cold sweat for weeks on end. **Simon Charles**

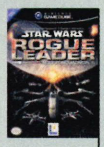
**Website** http://www.capcom.com



Price £44.99

9

## ROGUE SQUADRON II



■ **Our Verdict** No video game has ever come close to recreating the original *Star Wars* trilogy, but now LucasArts' stunning game has arrived and it's only playable on GameCube.

Fly some of the most famous *Star Wars* craft including the X-Wing and battle over Hoth, Endor and Bespin. But best of all is the first level where you fly down the Death Star trench run.

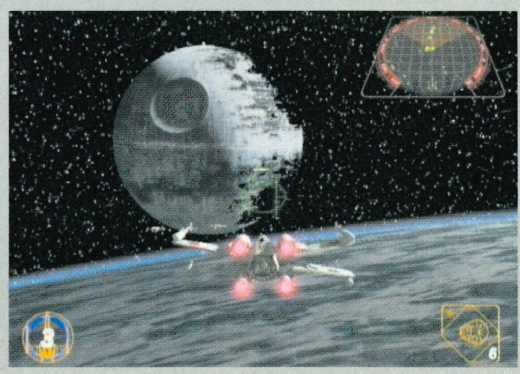
1 Player

3 Blocks

Issue 116

■ **Reader Verdict** *Star Wars Rogue Leader: Rogue Squadron II* is a very good game with a lot of nice touches that continues Factor 5's *Star Wars* successes on Nintendo consoles. This sci-fi title is well worth your hard-earned cash. **Rob Styles**

**Website** http://www.lucasarts.com



Price £44.99

9

# SMASH BROS. MELEE

**Our Verdict** The sequel to the N64 bestseller, this fighter sees you battling an all-star cast from classic Nintendo games across some memorable locations including *F-Zero*'s Mute City and *Zelda*'s Termina.

Join Mario, Yoshi, Link and the rest of the crew in furious scraps and some clever mini-games like the Sand Bag Challenge. You can even collect over 200 trophies and learn all about Nintendo characters.

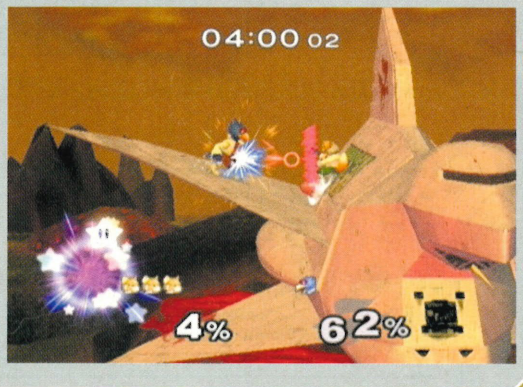
**Reader Verdict** There are more moves along with better graphics and incredible effects. Boasting Nintendo's biggest heroes such as Mario, Samus Aran and Pikachu, *Super Smash Bros. Melee* is a must for all beat-'em-up fans. **Andre Graver**

**Website** http://www.nintendo-europe.com

1-4 Players

3 Blocks

Issue 117




Price £39.99

9

## SSX TRICKY

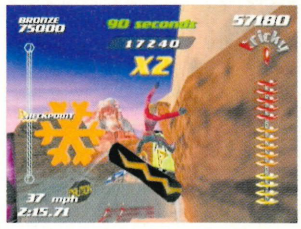
■ 1-2 Players ■ Issue 118
■ Memory / 5 Blocks

**Our Verdict** EA BIG gets its first taste of GameCube in a massive snowboard sim that's packed to the gills with mad tricks. But it does suffer slowdown at busy times and later courses are too cluttered.

http://www.uk.ea.com

Price £39.99

7




## SUPER MARIO SUNSHINE

**Our Verdict** One of video games' greatest icons returns in Shigeru Miyamoto's latest masterpiece. Lead Mario across Isle Delfino, clearing up the island's graffiti with his FLUDD contraption.

Beautiful to look at, hilarious to play and packed with challenges, this is a classic Nintendo adventure.

**Reader Verdict** I thought nothing could reach the heights of *Super Mario 64* and I was right. This is a game that feels really different as it's totally original and brilliant fun. Bear in mind that this is quite a difficult game to finish. **Marc Harshrid**

**Website** http://www.supermariosunshine.com

1 Player

7 Blocks

Issue 121

Price £39.99

10

## SMUGGLER'S RUN

■ 1-4 Players ■ Issue 122
■ Memory / 6 Blocks

**Our Verdict** There's nothing else like *Smuggler's Run: Warzones* on GameCube, and while the one-player mode might be a little slow and repetitive, the multiplayer game is a riot.

http://www.rockstargames.com

Price £39.99

8

## SPIDER-MAN

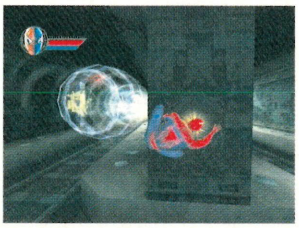
■ 1 Player ■ Issue 118
■ Memory / 2 Blocks

**Our Verdict** The awesome film turns out to be an average game thanks to iffy controls and poor camera angles that make it difficult to play. Still, there's a variety of levels and some top bosses.

http://www.activision.com

Price £39.99

7



## SUPER MONKEY BALL

■ 1-4 Players ■ Issue 116
■ Memory / 3 Blocks

**Our Verdict** Highly original and packed with arcade fun, Sega's new heroes are a blast. Simple to play and nectar in multiplayer, it doesn't quite hit the top spot due to a lack of one-player replay value.

http://www.sega.com

Price £39.99

8

## SPYHUNTER

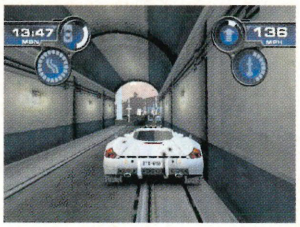
■ 1-2 Players ■ Issue 117
■ Memory / 2 Blocks

**Our Verdict** The name may be 20 years old, but this fast-paced blaster is still fun. Graphically, it would have looked at home on the N64, but the weapons are superb and the two-player is a cracker.

http://www.midway.com

Price £39.99

7




## TONY HAWK'S 3

■ 1-2 Players ■ Issue 116
■ Memory / 6-8 Blocks

**Our Verdict** The best just got better. This is the definitive extreme sports game on GameCube. Addictive and very hard to master, this will keep you coming back for just one more go.

http://www.activision02.com

Price £39.99

9

TNT: GOLD - 10/10
Gaming perfection

TNT: MUST BUY - 9/10
Almost perfect

| | |
|---|---|
| 8 HIGHLY RECOMMENDED | 4 POOR |
| 7 GOOD | 3 DIRE |
| 6 AVERAGE | 2 DISASTROUS |
| 5 COULD BE FLAWED | 1 A DISGRACE |

# TIMESPLITTERS 2

**Our Verdict** Travel through time and space in an attempt to right the wrongs perpetrated by those pesky TimeSplitters in the GameCube's best First Person Shooter so far.

*TimeSplitters 2* looks and plays great, and the myriad multiplayer, challenge and arcade options mean that it'll be around for as long as *GoldenEye 007*. The guilty pleasures of cyber-killing never felt so good.

**Reader Verdict** I thought *GoldenEye 007* was good, but this is one of the best shooters I've ever played. Some of the levels such as Siberia are really difficult, but it's worth putting up with all the frustration just to unlock more cool stuff. **Sam Taurnout**

**Website** http://www.timesplitters2.eidos.com

1-4 Players

2 Blocks

Issue 122

Price £44.99

9

## TUROK EVOLUTION

■ 1-4 Players ■ Issue 122
■ Memory / 3 Blocks

**Our Verdict** Despite all the hype surrounding the release of *Turok Evolution*, the game itself feels like a missed opportunity. Distracting for a while, but definitely not state of the art.

Price £39.99

7

http://www.acclaimuk.com

## WAVE RACE BLUE STORM

■ 1-4 Players ■ Issue 116
■ Memory / 12 Blocks

**Our Verdict** No GameCube title has water effects like those in *Blue Storm* and with highly tuned computer A.I., the single player mode is very tough to beat. Give it a go, you won't be disappointed.

Price £39.99

8

http://www.nintendo-europe.com

## WORMS BLAST

■ 1-2 Players ■ Issue 117
■ Memory / 3 Blocks

**Our Verdict** Those crazy Worms star in a brain-mashing puzzler that's easy on the eye, but a beast to perfect. Taking the best from games like *Bust-A-Move*, 60 puzzles await and the later ones are very nasty.

Price £39.99

7

http://www.team17.com

## ZOOCUBE

■ 1-4 Players ■ Issue 120
■ Memory / 2 Blocks

**Our Verdict** At just under £40 there isn't enough variety at this price and it would have looked at home on the N64. Saying that, *ZooCube*'s simple enough to pick up and it isn't just another sequel.

Price £39.99

7

http://www.acclaimuk.com

## FIVE GREAT GAME BOY ADVANCE GAMES

Just cast your eyes over this list of hot games and we'll guarantee that you won't be disappointed by any of them.

### 1 DUKE NUKEM ADVANCE

■ 1-4 Players ■ £29.99 ■ Issue 122

**Our Verdict** The best First Person Shooter on the GBA, this lead-flying lovely looks good and plays better, with a manual aim to die for.

### 2 ESPN INT'L WINTER SPORTS

■ 1-4 Players ■ £29.99 ■ Issue 113

**Our Verdict** A truly world-beating game that will keep you going for ages with varied challenges that demand to be beaten.

### 3 SHAUN PALMER'S S'BOARDER

■ 1-4 Players ■ £29.99 ■ Issue 113

**Our Verdict** Another top winter sports title. You'll be thrilled as you rip down the mountainside with the tattooed devil himself.

### 4 TONY HAWK'S PRO SKATER 3

■ 1 Player ■ £29.99 ■ Issue 115

**Our Verdict** The return of the Hawk. New levels, new tricks, but the same great gameplay that's made this series such a hit.

### 5 CRASH BANDICOOT XS

■ 1 Player ■ £29.99 ■ Issue 116

**Our Verdict** Easy to pick up and impossible to put down. Sony's answer to Sonic is like having all your birthdays at once.

## NINTENDO OFFICIAL MAGAZINE'S GAME BIN

**GAMECUBE**

- 18 Wheeler [117] **4/10**
- 2002 FIFA World Cup [118] **4/10**
- Barbarian [121] **6/10**
- Batman Vengeance [116] **5/10**
- Capcom Vs. SNK 2 EO [120] **6/10**
- Crazy Taxi [116] **6/10**
- Dave Mirra Freestyle BMX 2 [116] **6/10**
- Disney's Magical Mirror Starring Mickey Mouse [121] **6/10**
- Disney's Tarzan Freeride [116] **6/10**
- Donald Duck Quack Attack [117] **4/10**
- Doshin The Giant [122] **6/10**
- ESPN International Winter Sports 2002 [117] **6/10**
- Gauntlet Dark Legacy [121] **4/10**
- Jeremy McGrath Supercross World [118] **5/10**
- Legends of Wrestling [117] **4/10**
- NHL 2003 [121] **5/10**
- Pro Tennis WTA Tour [122] **6/10**
- Sonic Adventure 2 Battle [116] **6/10**
- Taz Wanted [122] **5/10**
- Tetris Worlds [122] **5/10**
- The Simpsons Road Rage [117] **5/10**
- Top Gun Combat Zones [121] **6/10**
- UFC Throwdown [121] **6/10**
- Universal Studios Theme Parks Adventure [116] **3/10**
- Virtua Striker 3 Ver. 2002 [118] **4/10**
- WWE Wrestlemania X8 [122] **6/10**

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# CHRISTMAS BUYERS GUIDE

**If you haven't already bought a GameCube the chances are you might be thinking about getting one for Christmas. If that's the case we've compiled five GameCube bundles designed to satisfy every kind of gaming need.**

They're made up of the best games and accessories featured in the magazine since GameCube's launch in May, so you can be sure whatever you buy will be well worth your money. In addition we've scoured the internet and High Street to find the best current offers, but if you want to get the very best deals you should bear the following in mind:

→ Buying on the internet is often the best way to get a good deal, but bear in mind you might have to pay a delivery charge, and that you'll need a debit or credit card.

→ Don't be afraid to ring around. You'd be surprised how different retailers offer the same game for a wide variety of prices.

→ Buying a GameCube bundle deal is usually the best way to get a great bargain. Most retailers will have a choice of bundles, so again ring around or surf the internet to find a retailer who is selling the game you want along with the colour of GameCube you're after.

**A Note on Pricing**
At the time of going to press, all prices shown were correct. Please bear in mind that many retailers change their deals on a week-by-week and even day-by-day basis. Our advice for finding the best deals is to phone around or surf the internet before buying.

## "I want a complete GameCube set-up and a couple of decent games but I don't want to break the bank."

### Bundle 01

→ Logic 3 Sound Station 3
**Cost £39.99**
→ JOYTECH Advanced Controller
**Cost £14.99**

→ *Star Fox Adventures*
**Cost £32.99**
**http://www.amazon.co.uk**

→ GameCube
→ *Super Mario Sunshine*
→ 4Mb Memory Card
**Cost £169.99**
**http://www.HMV.com**

→ *Wave Race Blue Storm*
**Cost £32.99**
**http://www.simplygames.com**

**Total £290.95**

## "I want to show my mates why Nintendo are the most original, fun and innovative games company."

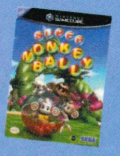
### Bundle 02

→ *Super Smash Bros. Melee*
**Cost £34.99**
**http://www.game.uk.com**

→ *Super Mario Sunshine*
**Cost £34.99**
**http://www.game.uk.com**

→ Official GameCube Controller
**Cost £24.99**

→ *Super Monkey Ball*
**Cost £34.99**
**http://www.game.uk.com**



→ GameCube bundle containing a GameCube and *Pikmin*
**Cost £164.99**
**http://www.game.uk.com**

**Total £294.95**

# If you're thinking about getting a GameCube for Christmas we've got just the thing for you. Check out these fab bundles...

## "Me and my mates want the ultimate four-player GameCube package."

### Bundle 03

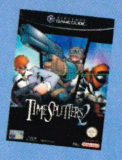
→ GameCube
→ two Official GameCube Controllers
→ 4Mb Memory Card
**Cost £149.99**
**http://www.ukgamecube.com**

→ 2 X Official GameCube Controller
**Cost £49.98**

→ *FIFA 2003*
**£34.99**
**http://www.softwarefirst.com**

→ *Burnout*
**Cost £34.99**
**http://www.game.uk.com**

→ *TimeSplitters 2*
**Cost £32.99**
**http:///www.simplygames.co.uk**



**Total £302.94**

## I want the top audio and the darkest, most gory games Nintendo can offer. No kid's stuff!"

### Bundle 04

→ GameCube
→ *Resident Evil*
→ 4MB Official Memory Card
→ Official Strategy Guide
**Cost 179.99**
**http://www.game.uk.com**

→ Logic 3 Sound Station 5.1
**Cost £199.99**

→ Logic 3 Multi-Format Scart,
→ AV and S-Video Cable
**Cost £14.99**

→ *Eternal Darkness*
**Cost £34.99**
**http://www.game.uk.com**

→ *TimeSplitters 2*
**Cost £32.99**
**http:///www.simplygames.co.uk**

**Total £462.95**

## "I want the best games and accessories and I don't mind paying for it. Give me the best."

### Bundle 05

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**http://www.simplygames.co.uk/**

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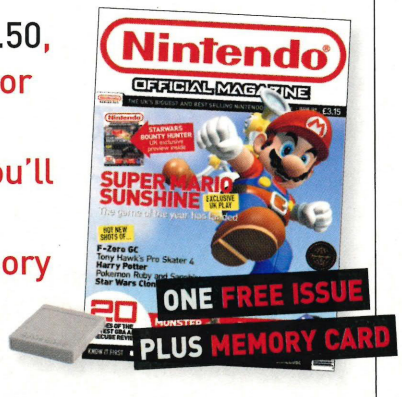


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- We cannot guarantee delivery of the Official Nintendo GameCube Memory Card 59 before Christmas.
- You will be informed as to when your gift subscription will begin.
- Closing date 15 January 2003. Offers are limited to the UK only and cannot be used in conjunction with other offers. Overseas prices available by calling 00 (+44) 1858 438 828

EMAP Active may contact you about other offers, or pass your name address or e-mail to other reputable companies whose products and services may be of interest to you. Please tick this box if you DO NOT wish to receive such offers ☐ or mention when calling. Calls may be monitored for staff training purposes.

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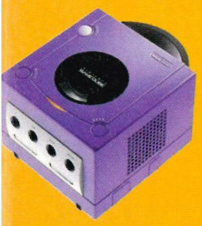

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# SUPER MARIO 64

**Mario receives an invitation from the lovely Princess Peach to chow down on some cake at her castle. But on arrival, the podgy plumber finds that, once again, Peach has been snatched by his arch-nemesis Bowser and it's up to him to rescue her and return peace to the Mushroom Kingdom...**

*Super Mario 64* was an instant smash hit when released for the Nintendo 64 in 1997, winning huge acclaim from industry professionals and fans alike.

It was seen as a breakthrough in platform games, selling over ten million copies worldwide and cementing Mario's place at the pinnacle of console gaming.

**FACT FILE**

Release: 1 March 1997

By: Nintendo

## 5 THINGS YOU MAY NOT KNOW

01 If you managed to obtain all 120 Power Stars, you could visit Yoshi on the roof of Peach's castle.

02 Yoshi awarded players with 100 lives, but could not be ridden, disappointing many hardcore Mario fans.

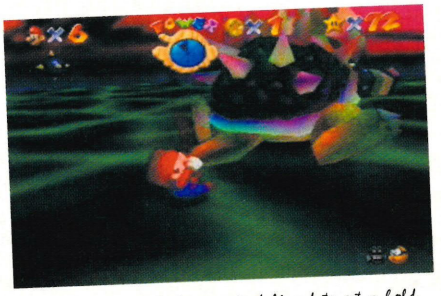
03 Many of the old Mario worlds, including grass, water, fire, snow and sandy areas were transformed into lush 3D landscapes in *Super Mario 64*.

04 Mario's brother, Luigi made no appearance at all. Internet cheats claiming to unlock the lanky plumber were nothing but smelly hot air.

05 *Super Mario 64* is still considered by many to be the best game ever created and the benchmark for all games to follow.

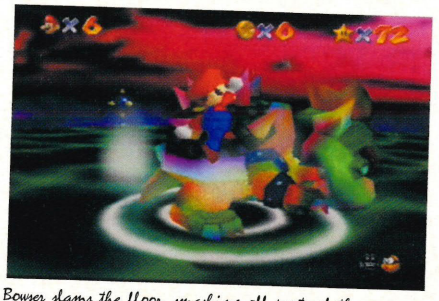
## Level: Bowser, The Final Fight

As the battle begins, Bowser takes in a huge breath and spits out a lethal wall of fire at our hero. Mario quickly out-manoeuvres the attack and goes on the offensive.



Mario sprints round the over-sized lizard to get a hold of his tail. Once he has a firm grasp, Mario spins Bowser round and throws him at a mine.

KA-BLAM! Bowser hits the mine, which explodes violently, catapulting him through the air. Another hit like this and Bowser gets really mad.



Bowser slams the floor, smashing off parts of the arena, but Mario won't be defeated so easily. Another mine hit and Bowser's sent packing. But for how long?

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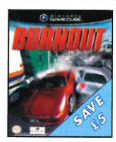


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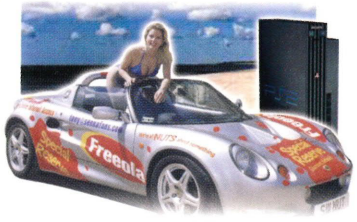

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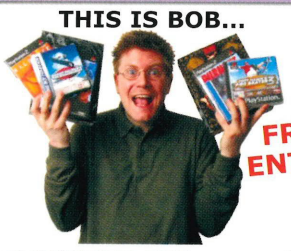

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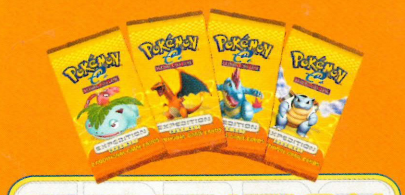


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